

Yiming (Will) Zhang

willwillzhang13@gmail.com | willzhang13.com | linkedin.com/in/willzhang13/ | U.S. Permanent Resident

SKILLS

Programming Languages: C++, C#, C, Python, Lua, Java, TypeScript

Engines & Tools: Unreal Engine, Unity, Perforce, Git/GitHub, Jira, Godot, Confluence, Notion, Excel

Spoken Languages: Chinese (native), English (fluent)

Communication: Agile, technical documentation, user-centered communication, interactive narrative, media analysis

PROFESSIONAL EXPERIENCE

Game Designer, American Gaming Systems, GA, United States

July 2026 - Present

- Rapidly prototype slot game concepts using a proprietary game engine, visual scripting, and TypeScript.
- Apply Python and AI tools to simulate game sessions, analyze outcomes, and validate game concepts.
- Use Excel to model, reverse engineer, and evaluate game mathematics using probability and analytical reasoning.
- Explore AI-assisted development workflows and emerging tools to accelerate prototyping and design iteration.

UI Programmer, SuperPROTEIN Studios Inc., WA, United States

March - June 2026

- Contributed to UI architecture for *Unmasked Truths: Shattered Dreams* using Unreal Engine 5 (C++ & CommonUI).
- Worked within a singleton-managed layered UI stack system to ensure structured navigation and consistent state control.
- Built controller-compatible UI systems, focusing on widget navigation, input handling, and multi-input accessibility.
- Collaborated with designers and senior engineers on code reviews, design implementation, and bug fixing.

UI / Gameplay Programmer, Windup Minds, WA, United States

May 2025 - May 2026

- Contributed scalable systems to cross-platform development of *Stay: Forever Home* (VR, mobile, PC) in Unity & C#.
- Engineered responsive UI flow control in UGUI using mediator pattern, event-driven architecture, and object pooling.
- Implemented a touch-based camera controller leveraging reusable components and 3D math for rotation and zoom logic.
- Developed modular gameplay systems using efficient algorithms and data structures for core interaction mechanics.
- Collaborated remotely with cross-functional teams using Git workflows, peer code reviews, and Agile sprint execution.

UI / Gameplay Programmer, Moon@Noon Studio, NC, United States

August 2024 - May 2026

- Contributed to the full development cycle of a puzzle game in Unreal Engine 5, applying strong OOP principles in C++.
- Engineered scalable gameplay systems using C++, GAS, and Blueprints within Unreal's Actor-Component framework.
- Implemented modular UI systems in UMG & CommonUI, handling player input, event dispatching, and interface flow.
- Developed within a Perforce-managed production codebase, performing debugging, refactoring, and peer code reviews.
- Drove cross-functional collaboration in an Agile pipeline, aligning teams to iterate and refine gameplay systems.

Teaching Assistant for C++, Duke University, NC, United States

July - December 2025

- Supported Programming for Game Development (C++), guiding students in debugging, optimization & code quality.
 - Instructed students in Linux, Git, and Visual Studio Code, reinforcing industry workflows and version control practices.
 - Oversaw student progress and aligned with faculty to ensure timely completion of milestones and learning objectives.
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EDUCATION

Duke University - Durham, North Carolina

August 2024 - May 2026

Master of Engineering in Game Design, Development & Innovation | GPA: 3.9

Georgia Institute of Technology - Atlanta, Georgia

August 2020 - May 2024

Bachelor of Science in Computational Media (Threads: Media & Game) | GPA: 4.0