

Yiming (Will) Zhang

Phone: +1 805-204-7756 / +86 13843125678 E-mail: yizhang@gatech.edu

Education

Georgia Institute of Technology — Atlanta, Georgia
Bachelor of Science in Computational Media, Threads: Media & Game

Expected Graduation: May 2024
GPA: 4.0

Relevant Coursework:

Video Game Design, Object Oriented Programming, Data Structures & Algorithms, Computer Graphics, Objects & Design, Computer Animation, Media Device Architecture, Artificial Intelligence, Game Studio

Skills

Technical: C#, Python, Java, C, C++, Lua, HTML/CSS, Javascript, MATLAB

Software: Unity, GitHub, Adobe Photoshop, Processing, Twine, Procreate, Adobe Premiere, Godot, Blender

Languages: Native Chinese, Fluent English

Soft Skills: Communication, Collaboration, Media Analysis, Creative Writing, Digital Art

Work Experience

Unity Developer Intern

Baioo Family Interactive

Guangdong, China July 2023 - Sep 2023

- Collaborated on an unannounced mobile game, enhancing user experience through UI/UX implementation of the login menu and efficient resource management using the Unity Engine with C# and Lua.
- Engineered a user login data system, enabling data storage and swift retrieval for enhanced login efficiency.
- Promoted seamless communication and collaboration across multidisciplinary teams including developers, designers, artists, and testers, contributing to a unified development environment.
- Underwent rigorous training to elevate code quality and efficiency, producing more robust code contributions.

Unity Developer Intern

Guangheng Interactive

Sichuan, China June 2023 - July 2023

- Translated UI/UX designs for the Tencent game "Pavlov is Busy" into dynamic settings and mail menus.
- Optimized high-load data handling, ensuring responsive gameplay and user interface performance across menus.
- Implemented a scrolling system with C# scripts to efficiently manage over 400 simulated user mail data entries, significantly boosting game performance and user satisfaction.

Teaching Assistant

Georgia Institute of Technology

Georgia, United States Summer 2022

- Supervised the course **Introduction to Computational Media** with over 40 students.
 - Showcased strong problem-solving abilities, swiftly addressing student inquiries and resolving coding challenges.
 - Designed and assessed coding assignments, offering explanations of design principles when necessary.
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Projects

Unity Related Projects

January 2023 - Present

- Pioneered the development of a diverse range of games using the Unity Engine and C# scripts, including the 2D puzzle game "Three Wise Monkeys" and the 3D shooter "Moon Balloon," among others.
- Enhanced programming skills in C#, focusing on developing complex game mechanics, interactive narratives, and engaging animations. Achieved innovative gaming experiences through both individual and collaborative efforts.

Grin and Gas, 'Best Use of Theme' Award for Global Game Jam

January 2024

- Played a key coding role in a collaborative 48-hour game jam, leveraging the Unity Engine and C# to develop fundamental game mechanics, physics, and AI.
- Facilitated rapid iteration and problem-solving, adeptly transforming design concepts into functional gameplay within a time-constrained development process.

Equinox, Video Game Design Club

August 2023 - December 2023

- Engineered critical game mechanics and features using the Unity Engine and C#, including a precision laser aiming system and dynamic player rotation physics.
- Worked closely with a multidisciplinary team, ensuring seamless integration of code with design elements.
- Contributed to debugging and optimizing game performance, enhancing game fluidity and user experience.

Project Dungeon

January 2021 - May 2021

- Spearheaded the creation of "Dungeon," a mini-game featuring an intricate combat system, honing proficiency in computer programming, graphic design, and sound design.
- Designed and implemented the game using C within a Gameboy Advance (GBA) emulator environment, demonstrating a deep understanding of low-level game development principles.