Yiming (Will) Zhang

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SKILLS

Programming Languages: C++, C#, C, Python, Lua, Java
Engines & Tools: Unreal, Unity, Godot, Perforce, Git/GitHub, Confluence, Jira, Notion, Adobe Premiere & Photoshop
Spoken Languages: Chinese (native), English (fluent)
Communication: Agile, technical documentation, user-centered communication, interactive narrative, media analysis

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EXPERIENCE

Unity Developer Intern, Windup Minds, *WA, United States*   *May 2025 - Present*
• Translated the VR title *Stay: Forever Home* into a fully interactive mobile experience using Unity and C#.
• Engineered responsive UI state flows with object pooling and modular, reusable scripts.
• Built touch-based camera system with zoom, rotation, and preview features using uGUI and event-driven architecture.
• Enhanced gameplay by developing progression systems, petting interactions, and slingshot mechanics with VFX & SFX.
• Collaborated closely with AI, animation, tech design, art, and QA teams to ensure smooth feature integration.
• Contributed to Agile workflows through sprint planning, daily stand-ups, peer code reviews, and iterative QA testing.
• Integrated GameAnalytics and event tracking pipelines to capture player behavior insights and telemetry.

Unreal 5 Developer, Moon@Noon Studio, *NC, United States*   *August 2024 - Present*
• Contributed to the full development cycle of a puzzle-solving game centered on language in Unreal Engine 5.
• Engineered gameplay mechanics with C++, Blueprints, and Gameplay Ability System to support dynamic player input.
• Built a terminal system using UMG widgets, connecting in-game events with UI input and feedback with efficiency.
• Developed systems within an Agile framework, strengthening both technical expertise and team collaboration.
• Drove gameplay innovation through iterative design, interdisciplinary teamwork, and clear communications.

Teaching Assistant for C++, Duke University, *NC, United States*   *July 2025- Present*
• Supported instruction for Programming for Game Development (C & C++).
• Clarified programming concepts for students of varying experience levels, guiding them in debugging and optimization.
• Assisted in evaluating assignments and providing constructive feedback to improve code quality.

Unity Developer Intern, Baioo Family Interactive, *Guangdong, China*   *July - September 2023*
• Enhanced user experience through UI/UX implementation of login menu using Unity Engine with C# and Lua.
• Engineered a user login data system, enabling data storage and swift retrieval for enhanced login efficiency.
• Collaborated with various developers, designers, artists, and testers, contributing to a unified development environment.
• Produced more robust code contributions by undergoing rigorous code quality and efficiency training.

Unity Developer Intern, Guangheng Interactive, *Sichuan, China*   *June - July 2023*
• Translated UI/UX designs for Tencent game "Pavlov is Busy" into dynamic settings and mail menus in Unity Engine.
• Optimized high-load data handling, ensuring responsive gameplay and user interface performance across menus.
• Implemented a scrolling system with C# scripts to efficiently manage 1000+ simulated user mail data entries.

Teaching Assistant for Python, Georgia Tech, *GA, United States*   *May - August 2022*
• Led recitations, provided assignment support, and fielded questions for 40+ students in an introductory course.
• Designed and assessed coding assignments; explained design principles when needed.

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
Relevant Coursework:
Programming for Games, Game AI, Data Structures & Algorithms, Computer Graphics, Computer Animation