

# Yiming (Will) Zhang

yz956@duke.edu | [willzhang13.com](http://willzhang13.com) | [linkedin.com/in/willzhang13/](https://linkedin.com/in/willzhang13/) | U.S. Permanent Resident

## SKILLS

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

**Engines & Tools:** Unreal, Unity, Perforce, Git/GitHub, Godot, Confluence, Jira, Notion, Adobe Premiere & Photoshop

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

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

---

## PROFESSIONAL EXPERIENCE

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

*March 2026 - Present*

- 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 - Present*

- 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 - Present*

- 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 & C++), guiding student 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.

**UI Programmer, Baiou Family Interactive, Guangdong, China**

*July - September 2023*

- Implemented scalable UIs in Unity using C# and Lua, translating UX specifications into functional systems.
  - Engineered a persistent login data system with structured serialization and optimized data retrieval workflows.
  - Optimized high-volume dynamic data handling to maintain responsive UI performance under heavy simulated workload.
  - Implemented scalable UGUI hierarchies leveraging Canvas layering, anchors, layout groups, and responsive scaling.
  - Collaborated cross-functionally using Git to develop modular, maintainable systems in a shared production codebase.
- 

## 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