

Zheng Yi Hu

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Portfolio: zyhu.me (made in UnityWebGL. Mobile View not supported)

CAREER SUMMARY

Unity Game Developer with a BSc in Computer Science from King's College London. Expertise in developing clean, reliable and functional code for optimised game performance and internal tools to enhance development workflow speed and efficiency. Committed to delivering exceptional projects by leveraging strong expertise in Unity development and a solid foundation in computer science principles

PROFESSIONAL EXPERIENCE

- Playwind Games - London 01/2022 -Present
Game Developer, responsible for implementing new features and collaborating closely with art and design teams to bring their creative vision to life.

Key Responsibilities:

- Implementing new features and mechanics in the games, in accordance with the specifications provided by the designer, such as core game mechanics, user interactions and user interface logic.
- Collaborating with other developers, artists and designers to realise a shared vision.
- Writing clean and efficient code following industry best practices and standards.
- Designing internal game structure to produce a scalable and maintainable codebase, such as designing protobuf models to better organise server and client shared code.
- Develop and maintain internal tools and libraries to speed up common development practices.
- Optimising game performance by downloading or loading content asynchronously via threading and remote content distribution.
- Rapidly prototyping new game ideas to conduct market testing prior to full-scale development, ensuring informed decision-making and optimised resource allocation.

- Transreport Limited - London, 06/2019 - 08/2019
Quality Assurance Intern.

Key Responsibilities:

- Designing and modelling test cases.
 - Performing QA testing.
 - Analysing results to compile concise and effective reports.
 - Automating laborious but mechanical tasks such as integration of data in spreadsheets via code.
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SKILLS

- **Unity/C#** -Proficient in Unity for game development, including C# scripting and debugging, game mechanics implementation, object-oriented programming and algorithms.

- **Git** - Proficient in Git for version control and collaboration.
 - **Rendering** - Enthusiastic about creating visually stunning game experiences through rendering, shading. Familiar with basic 3D art softwares and modelling techniques.
 - **Management tools**: Proficient in utilising management tools such as Trello, Notion or ClickUp to streamline project organisation and team collaboration.
 - **Unity specific tools**: Familiar with a wide array of Unity specific libraries such as Cysharp-Unitask for multi-threading or Unity's Addressable System for efficient resource management and loading, optimising performance and enhancing overall project scalability amongst many others.
 - **Java** - Proficient in Java for application development and core concepts.
 - **Kinematics** - Strong background in 2d, 3d Vector maths relevant in both robotics and games physics
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PERSONAL PROJECTS

- **Genetic Evolution Algorithm implementation in Unity**: Implementation of NeuroEvolution of Augmenting Topologies deep learning AI algorithm in the context of **Tetris**.
 - **Lamp Maze**: small 2D puzzle game made for a game Jam in 7 days ranked **48** out of **1881** entries at Brackey's Game Jam 2021.1.
 - **Unnamed game project**: A short 3D adventure game where I focused more on the visual aspect of the game through shading/rendering and composition to build an immersive world and leaving a lasting impression.
 - **Portfolio website** zyhu.me: A portfolio website made in Unity-WebGL where i can showcase my work.
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EDUCATION

BSc in Computer Science with Robotics,
King's College London. London
First Class Honours

09/2017 - 09/2020

LANGUAGES

Italian: Native proficiency
English: Professional proficiency
Chinese: Limited working proficiency