Zheng Yi Hu

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PROFILE

Unity Game Programmer with a BSc in **Computer Science and Robotics** from **King's College London**.
I'm mostly experienced working in mobile puzzle games but thriving to explore many more aspects of game development outside of my field of expertise as Unity developer.
Hungry learner and currently experimenting on rendering, shader coding and networking on smaller prototypes in various engines.

PROFESSIONAL EXPERIENCE

- Playwind Games - Game Developer   London- 01/2022 - 07/2023

As a Unity game developer, I have successfully contributed to the development and release of multiple mobile titles. Notably, I played a key role in designing and implementing the core system for a new game: MiiWorld, which has garnered over 1 million downloads on Google Play

Core Stack:
- **Unity -** Game Engine
- **C#/.NET -** Programming Language
- **Github -** Version Control
- **Jenkins -** CI/CD
- **Json & Protobuff -** Serialization
- **Firebase -** Analytics & IAP Verification
- **AWS -** Servers & Buckets
- **Various External SDK -** Monetization/Authentication
- **Unity specific tools:**
    - **UI System -** Designing and implementing responsive UI
    - **Addressables System -** Remote or local data and config loading & Asset management
    - **Async/Await -** Asynchronous tasks management
    - **UnityEditor -** Implementing editor tools for internal development

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

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 Python.

SKILLS

- **Programming Languages:**
  - **Proficient** - C#, Java, GDScript
  - **Limited Experience** - C++, Python, Typescript, HTML5, Scala, HLSL.
- **Unity** - Proficient with Unity Engine and all its related tools such as Visual Studio, C#/.NET Framework.
- **Godot** - Currently learning Godot Engine by working on a server based multiplayer game.
- **Git** - Proficient in Git for version control and collaboration.
- **Rendering** - Enthusiastic about creating visually stunning game experiences through rendering and shading. Familiar with basic 3D art software to create primitive game assets.
- **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 or 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.
- **Profiling and Debugging** - Familiar with common debugging/testing workflows and profiling tools, especially in Unity.
- **Kinematics** - Strong background in 2d, 3d Vector maths relevant in both robotics and games physics

PERSONAL PROJECTS

- **Duck Hub - Server based multiplayer game in Godot featuring:**
  - Movement Synchronisation and Interpolation
  - Latency compensation
  - Clock Synchronisation
  - SSL certified server to support HTML build
  - Cloud hosting on AWS

- **Portfolio website** zyhu.me**:** A portfolio website made in Unity-WebGL where I showcase my work.
- **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.
- **Many more:** to be found at zyhu.me or zyhu.itch.io

EDUCATION

BSc in Computer Science with Robotics, 09/2017 - 09/2020
King's College London. London
First Class Honours

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