Haoru Zhang

Game Designer/Programmer

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# **SUMMARY**

A highly experience gamer with game design &programing skills. Experienced in building modular gameplay systems and game demo. Enjoy working on various aspects of game development including AI, Gameplay, and UI.

**SKILLS**

**C#, C++**: Data Structures, Data Serialization, WPF/XAML, Unit Test

**Unity Engine**: Finite state machine, running scripting, URP shader experience.

**Unreal Engine**: Blueprints, Data table, Behavior Tree

**Others**: Corona SDK, GitHub, GitLab, Lua.

**PROJECT EXPERIENCE**

**Cave Jumper –** App Store game (May 2020 –August 2020)

Game designed and programed by Lua. First time to experience how to publish a game in famous platform.

* Responsible for level design
* Responsible for UI design
* publish product on IOS plant form

**Shaman** - Student Production Team (Jan 2021 - June 2021)

Students made an action game using Unreal Engine 4 in an 8 people team.

* Responsible for developing maps and puzzles
* Implemented a destructible wall system in the game.

**Bomber Guy** – Solo Project (August 2021)

This is a 2D game smartphone game using Unity 2021 to create. The main goal in this project is implementing enemy AI by state machine in this game.

* Responsible for developing base game loop
* Device’s adaptation in IOS
* Enemy AI implementation and state machine using.
* Technical transfer between art asserts and animation controller by C# scripts

**PROFESSIONAL EXPERIENCE**

**DDL Game Ltd** – Casual Game Designer (June 2020- Present)

Create casual games for elders and children

* Responsible for casual game design & programming
* Device’s adaptation in IOS
* Presentation & Operation
* Help to publish new games on Google Play & App Store

**EDUCATION**

**Diploma in Visual & Game Programing**

**LaSalle College Vancouver** (2019 - 2021)

**Bachelor of Science in Game Programing**

**Lasalle College Vancouver** (2021 – Present)