

Amy Zhao

Game Programmer

Burnaby, BC, Canada
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Technical Skills

Proficient in C++ and C#, Visual Studio, Unity, 3D Geometry and Linear Algebra, DirectX11, HLSL, AI, Gameplay, Sourcetree, GitHub, Gitlab, TFS

Project Experience

Coo Engine - Custom C++ Game Engine

Apr 2019 - Present

- Implemented a component-based game object system
- Developed a 3D rendering engine using DirectX 11 with support for skeletal animation, GPU shaders and post processing pipeline, 3D models importing, texturing and lighting
- Integrated third party libraries including DirectXTK, ImGui, RapidJSON and assimp
- Implemented a reusable AI library for decision and navigation of autonomous agents
- Source control using Microsoft TFS

Cat Mushroom - 2D adventure game built in Unity for Windows and Mac OS

Mar 2020 – Present

- Worked in a team of 2 programmers and 3 artists
- Implemented a combat system with multiple weapon and abilities
- Implemented an inventory system
- Implemented all game UI including front screens and in-game HUD
- Created a fog effect shader using the Unity Universal Render Pipeline
- Dev ops for team source control using GitHub

Beneath the Blossoms - VR experience built in Unity for the Liminal VR platform

Jul 2020 – Present

- Practicum course working with a company in Australia developing a VR experience using the Unity engine and Oculus Go

Palette - 3D puzzle game built in Unity for PC

Jun 2019 - Jun 2020

- Worked in a school production team with 2 programmers and 3 designers for a year
- Implemented all the puzzle mechanics where events trigger each other
- Dev ops for team source control using GitHub

Education

Bachelor of Science in Game Programming, Lasalle College Vancouver

Jan 2018 - Sep 2020

Hobby

MMORPGs, puzzle games and simulation games