Zimo Wu (Gameplay Engineer)

Vancouver, BC | zimowu012@gmail.com | 613-913-9362 | [Portfolio link](#)

EDUCATION

Centre for Digital Media (UBC, SFU, BCIT, ECU)   Vancouver, BC
Master of Digital Media (GPA: 4.13)   *Sept 2023 – Jun 2025*

Queen's University
Bachelor of Computing (Honours) (GPA: 3.98)   Kingston, Ontario
Specialization in Computer Science, Majoring in Game Development   *Sept 2019 – Jun 2023*

CLIENT PROJECTS

Love on a Plate Prototype, *Lead Developer*   May 2024 – Aug 2024
- Developed an immersive mixed reality experience in Vision Pro using **Unity**'s PolySpatial and XR Interaction Toolkit, telling an interactive story for the innovative start-up *Love on a Plate*.
- Managed and organized the developer team: prioritizing tasks, distributing workloads, and overseeing the development process through Kanban boards and Agile methodologies.
- Researched and implemented advanced technologies, including spatial video playback, hand gesture detection, seamless MR/VR transitions, visual effects using customized shader graphs, and collision-triggered transitions.
- Documented technical design and Vision Pro development processes, including detailed technical guidelines for future iterations and team onboarding.

Fresh Tracks Level Design Editor Tool, *Developer*   Jan 2024 – Apr 2024
- Enhanced the runtime Level Design Editor Tool in **Unity** for the game *[Fresh Tracks](#)* by *Buffalo Buffalo*.
- Collaborated with Buffalo's level designers to build features that addressed key pain points, refined workflows, and improved the game content creation experience.
- Implemented runtime Gizmo functionality, multi-selection capabilities, and UI window minimization features.
- Documented technical design and created a user guide for the newly designed system.

GAME PROJECTS *(more in [portfolio](#))*

Mooing Midnight Mischief, *Game Designer/Developer*   Sep 2023 – Dec 2023
- Designed and developed a 2D multiplayer online asymmetric hide-and-seek game prototype in **Unity**. Supported 2-6 players across Mac and Windows platforms over different networks.

Trouble Maker, *Game Designer/Developer/Art*   Jan 2023 – April 2023
- Designed and developed a 2+3D game that combines a battle game with card and maze elements in **Unity**. It is a local network game that can be played on 2 devices over the local network.

WORK EXPERIENCE

Teaching Assistant - Queen's University   Jan 2023 – Apr 2023
- Third year *Artificial Intelligence* course, marked assignments & tests, held TA office hours, etc.

Teaching Assistant - Queen's University   Sept 2022 – Dec 2022
- Third year *Fundamentals of Software Development* course, mentored four group projects, marked assignments, answered student emails, held office hours every week.

Teaching Assistant - Queen's University   May 2022 – Jun 2022
- First year *Cognitive Science* course, marked assignments, answered student emails, monitored discussion posts.

SKILLS

- **Technical Skills: Unity**, Unreal Engine | **C#, Python, C, C++,** MySQL | **GitHub, GitLab, Plastic**, Git | **3D Vector Math Skills** | **Blender** | Agile/Scrum methodologies | **Object-oriented programming**
- **Soft Skills:** Team Collaboration & Communication, Problem Solving, Fast Learning, Careful to detail
- **Languages:** English (Fluent, IELTS 7.5, CELPIP 9), Mandarin (Native)