Zimo Wu

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EDUCATION

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

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

SKILLS

Technical Skills: Python, Java, C#, C, C++, html/CSS, JavaScript**, MySQL, MATLAB | Unity**, Unreal Engine | GitHub, GitLab, Plastic, Git | XR/VR/AR/VisionOS Development | UI/UX design & development | Agile/Scrum methodologies, Machine Learning, Data Structures & Algorithms, Object-Oriented Design
Soft Skills: Team Collaboration & Communication, Problem Solving, Leadership, Fast Learning
Languages: English (Fluent, IELTS 7.5), Mandarin (Native)

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 Level Design Editor Tool in Unity for the game *Fresh Tracks* by *Buffalo Buffalo*.
- Implemented runtime Gizmo functionality, multi-selection capabilities, and UI window minimization features.
- Designed and implemented icons for various UI modes.
- Collaborated with Buffalo's level designers to refine level design workflows and improve user experience.
- Documented technical design and created a user guide for the newly designed system.

Forecast Depression Level using data from Reddit posts, *Developer*   Sept 2021 – Dec 2021
- Developed a model to predict depression levels using Python and Scikit-learn in the *Borealis AI "Let's Solve It" program***,** including preprocessing the dataset, cross validation, training and testing the model using linear regression, naive bayes, decision tree, and random forest.
- Studied natural language processing and large language models to analyze and classify Reddit post data.

WORK EXPERIENCE

Teaching Assistant - Queen's University   Jan 2023 – Apr 2023
- Third year *Artificial Intelligence* course
- Marked assignments & tests, answered student emails, 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.