Zimo Wu

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Education

Queen's University – Bachelor of Computing (Honors)   Sept. 2019 – Present
- Computer Science Specialization, majoring in Game Development.
- GPA: **4.02/4.3**, Entrance Scholarship $2000, Deon's Honors List for three years.
- Courses: Software Architecture, Artificial Intelligence, Computer Architecture, Game Design, Algorithms, Data Structures, Linear Algebra, Calculus.

Work Experience

Teaching Assistant (Queen's University**)**   Jan. 2023 – now
- Third year course, Artificial Intelligence (CISC352)
- Marked assignments, answered student emails, etc.

Teaching Assistant (Queen's University**)**   Sept. 2022 – Dec. 2022
- Third year course, Fundamentals of Software Development (CISC320)
- Mentored four group projects(7-8 students per group), marked assignments, answered student emails, held office hours every week.

 Teaching Assistant (Queen's University**)**   May 2022 – June 2022
- First year course, Cognitive Science (COGS100)
- Marked assignments, answered student emails, monitored discussion posts.

Logo Designer *(Remote)*   Aug. 2021 – Sept. 2021
Lianbang Funds
- Designed a logo for the company, including different design plans(sketches), and the final version designed using Adobe Illustrator

Projects

Borealis AI "Let's Solve It" program.   Sept. 2021 – Dec. 2021
- Studied machine learning, finished a group project on predicting depression levels using Python.

The Elderwood   Jan. 2021 – April 2021
- Designed and implemented a 2D puzzle simulation game using Unity.

A-mazing Pipes   Sept. 2021 – Dec. 2021
- Designed and implemented a third person shooter game with maze elements, using Unreal Engine 4.
- Used Agile development, planned game architecture using UML, sequence diagrams, group work(7 people)

Volunteer Experience/Clubs

ASUS Undergraduate Society Videography Team   Sept. 2019 – May 2020
- Helped clients shoot videos

Ottawa Family Cinema *(70+hours)*   Sept. 2018 – May 2019
- Sold CDs, posters, souvenirs, ticket check-in, usher.

Skills

Technical: Python, Java, C, C++, C#, html/CSS, Agile development, MATLAB, C#, Prolog
Software: GitHub, Unity, Jira, Premiere Pro, Photoshop, Adobe Illustrator, Reaper, Word, PowerPoint, Excel, Unreal Engine 4, Figma, After Effects
Languages: English (IELTS 7.5), Mandarin

Interests

Making videos · Vlogging · Photography · Drawing/Painting· Self-learning · Reading · Playing the piano