

zhimingchen

Gameplay Programmer

background

Singaporean
Australian PR

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portfolio

zhiming.me/portfolio

languages

English mother tongue
Mandarin conversational

vision

To **grow culture** with and around play. I wish to push the perception of **what games can be**, to challenge **how games are made** and to uplift the wide **communities around games**.

experience

- 2019 **Wargaming Sydney** Sydney, Australia
Junior Software Engineer Intern
- Developed technology critical to the creation of gameplay features in Unreal.
 - Worked with a team in an agile environment and contributed to the improvement of practices and processes.
- 2017–19 **No Moss Studios** Sydney, Australia
Co-founder & Gameplay programmer
- Shared responsibilities for driving the vision and operations in the studio.
 - As a programmer, I worked as a sole programmer on projects to leading teams of 2-3 people with mixed disciplines. Helping ship three mobile and two PC titles.

skills

Programming languages

C++ C# Python

Software

Game Engines: Unreal, Unity Management: Trello, Slack
Source Control: Git, SVN
IDEs : Visual Studio, VS Code

- 2017 **Professional Scrum Master 1** Scrum.org
Certificated professional scrum master one from scrum.org. I have experience practising as scrum master for game development teams.

achievements

Speaking and Presentations

On tiny games and short development cycles - PlayFare 2019
Prototyping workshop - No Moss Makers Dec 2017

- 2014 **Ludum Dare 30 entry: 'Link'** Idjam.com
Awarded 9th place for 'Fun' category and 45th overall out of 1045 jam entries.

education

- 2014–18 **BS in Computer Science in Real-Time Interactive Simulation** DigiPen Institute of Technology, Singapore
With a focus on graphics programming and computer science for game development, my proudest achievement was my work on the VR rendering pipeline and scripting system for a custom 3D game engine.

interests

professional: game system implementation, shader programming, level and system design, game jams!

personal: bouldering, philosophy, musicals, hiking, anime with lots of nakama (team) spirit