

zhimingchen

Gameplay Programmer

background

Singaporean
Australian PR

contact

Singapore, 579820
+65 9427 2170

Sydney, NSW 2040
Australia
+61 401 112 171

zhi.m.ch@gmail.com
zhiming.me
LinkedIn

portfolio

zhiming.me/portfolio

languages

English mother tongue
Mandarin
conversational

vision

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

experience

- 2019–now **Wargaming Sydney** Sydney, Australia
Software Engineer
- Working on a new unannounced IP as a gameplay and generalist programmer.
 - Developed technology behind to the creation of gameplay features in the Unreal game engine.
 - Facilitated communication and collaboration with overseas studios for the project, mainly in UK and US.
 - 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. Development done in Unity.

skills

Programming languages

C++ C# Python

Software

Game Engines: Unity, Unreal, Godot Management: JIRA, Trello
Source Control: Perforce, Git Communication: Slack, Teams
IDEs : Visual Studios, VS Code

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

achievements

Personal Game Projects

irori / Gacha

- 90k+ total plays online.
- Featured on numerous game articles and playthroughs.

Speaking and Presentations

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

education

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

interests

professional: gameplay implementation, level and systems design, game jams!
personal: performing improv, bouldering, philosophy, musicals, hiking