Yonglin 'Carl' Zhang

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OBJECTIVE

Create great games and live a creative life.

EDUCATION

CARNEGIE MELLON UNIVERSITY, PITTSBURGH, PA | MAY 2018

· Entertainment Technology | Master of Entertainment Technology

DONGHUA UNIVERSITY, SHANGHAI, CHINA | JUNE 2015

· Educational Technology (Media Production and Communication) | Bachelor of Education
· Related coursework: Data Structure and Algorithms, Web Development

SKILLS

· **Programming Languages:** C++, Python, C#, WPF, Java, HTML, CSS, JavaScript, ActionScript
· **Software:** Visual Studio, Unreal, Unity3D, Eclipse, Photoshop, Illustrator, Flash

EXPERIENCE

SOFTWARE ENGINEER III | EA MAXIS, REDWOOD CITY, CA | NOV. 2018 – NOW

· Working as a gameplay engineer in The Sims team. Implemented game features and structures. Collaborated closely with designers, artists, producers and other engineers. Skill: C++, Python

GAME ENGINEER | SCHELL GAMES, PITTSBURGH, PA | JAN. 2018 – NOV. 2018

· Worked on gameplay and tools disciplines. Prototyped game features based on teams' needs in agile development process. Created data visualization tools and debug tools. Got hands-on experience of Unreal and Unity development. Skill: C++, Unreal, C#, Unity

SOFTWARE ENGINEER INTERN | EA MAXIS, REDWOOD CITY | MAY. 2017 – AUG. 2017

· Worked in The Sims Mobile team. As a tools developer optimized and added new features to game tools. Drastically improved their performance and usability, got a lot of compliments from tools users. Skill: C#, WPF, OOP

ACADEMIC PROJECTS

DIGITAL DISTRICT, LEAD PROGRAMMER | CMU | SEPT. 2017 – DEC. 2017

· Developed an immersive VR tool Digital District that allows urban planners to enter a simulated corridor in the city, make changes and experience the changes from the ground level. The tool is based on real GIS data and is shipped to City of Pittsburgh Department of City Planning.

ANGLE JUNGLE, LEAD PROGRAMMER | CMU | JAN. 2017 – MAY. 2017

· As the lead programmer developed iPad Game Angle Jungle with teammates, released to AppStore.
· A winner for the CHI PLAY 2017 Student Game Design Competition. Won a Gold Medal in the 2017 International Serious Play Awards.

BUILDING VIRTUAL WORLD, PROGRAMMER | CMU | SEPT. 2016 – DEC. 2016

· Participated in the design and creation of five 3D/2D games, each completed in less than three weeks.
· Developed Earth Defense on HoloLens, successfully integrated improvisational acting with gameplay.
· Developed Dragon Fall on Oculus Rift and PS MOVE, iterated four times for a good VR RTS experience

PERSONAL PROJECTS

I AM AN ENZYME | SHANGHAI | OCT. 2015 – NOV. 2015

· I AM AN ENZYME is made by HTML5. I did all programming and graphic designing works. Doctors in Texas Tech University did field test for me, and I iterated the game due to feedback.