

# Xi Zhang

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## SKILLS

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**Languages** : C++, C#, Python, Java, Scala, JavaScript, CSS

**Technical Skills** : Gameplay Programming, Game Animation, Game Optimization, 3D Math

**Tools** : Unreal Engine, Unity Engine, Godot Engine, Blender, GitHub

## EDUCATION

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### University of Edinburgh

September 2019 – July 2024

*Master of Informatics with Honours*

Edinburgh, Scotland

- **Courses**: Object Oriented Programming, Computer Graphics, Linear Algebra, Software Testing, Dynamic Web Design, Human Computer Interaction
- **Award**: Best Technical Solution (System Design Project, awarded jointly by Amazon)

## EXPERIENCE

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### Indie Game Development

June 2024 – September 2024

*Game Developer*

Wenzhou, China

- Led the development of a 2D pixel art casual game titled 'Fraudster', serving as both producer and lead designer. Designed the game's overall storyline, gameplay mechanics, and script, while also taking on the roles of lead programmer and lead artist to complete the majority of the game's development.
- Handled the game's marketing and promotion, with the promotional materials garnering over 200,000 views within 24 hours. Despite not having a publisher, the game achieved over \$400 in sales during its first week on Steam.

### CompSoc

September 2023 – December 2023

*Game Developer*

Edinburgh, Scotland

- Developed a platform game within the programming team to integrate gameplay features into the game. Collaborated with the design team to design gameplay mechanics.

### CHN Energy Investment

June 2023 – September 2023

*Project Manager Internship*

Beijing, China

- Collaborated with a dynamic software development team to design and build a robust Human Resource Management System, catering to the needs of over 330,000 employees at CHN Energy Investment
- Orchestrated the development of a multifaceted system with both a web-based interface and a mobile application, attracting over 20,000 visits within the initial week of launch

### HYPED

October 2020 – July 2021

*Software Engineer*

Edinburgh, Scotland

- Demonstrated proficiency in full-stack development using JavaScript, CSS, and C++ as part of the Telemetry Team
- Enhanced the user experience and accessibility of the web server by creating a more user-friendly interface

## PROJECTS

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### ARPG Game Demo

- Crafted an ARPG game demo in Unreal Engine using C++, incorporating character movements, a combat system, and a stamina system to enhance playability
- Created animation systems for characters, utilized animation blending for smoother character movements, and applied 3D mathematics to create directional hit reactions
- Implemented the animation retargeting technique to share animations between different characters, employed animation montages for streamlined animation management, and a foot IK system for realistic foot placement