

Daniel Zhu

Gameplay Programmer | AI Programmer | Systems Programmer

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SKILLS

Programming: C#, C++, Python, Java

Tools: Git, VS Code, Visual Studio, Unity, PlasticSCM, ChatGPT

Development: Agile/Scrum, Debugging, QA Testing, Sprint Planning, Version Control

Languages: English, Mandarin, Japanese

SOFTWARE & PROGRAMMING EXPERIENCE

Sub-Machines: Totally Tanktical

Worcester, MA

Level Scripting & AI Design

Sep 2023 - May 2024

- Designed and iterated 3D Unity levels, collaborating with artists and integrating QA/playtesting feedback for bug fixes and improvements.
- Contributed to enemy AI concept development, including designing a tree map to illustrate AI behavior.

Upheaveal

Worcester, MA

Programmer | Unity

Sep 2021 - May 2022

- Implemented input handling for Xbox, Switch, PlayStation, and keyboard
- Managed software builds, version patching, and utilized Unity Profiler for performance optimization.

MassDigi (Massachusetts Digital Games Institute)

Worcester, MA

Gameplay Programming Intern

Sep 2021 - Dec 2021

- Contributed to *Mochi's Dreamland*, a cute but high-risk rage-platformer, published on iOS
- Programmed features for two full levels, focusing on platform physics and challenge design
- Helped revise and update the team's internal programming style guide for future development

ADDITIONAL WORK EXPERIENCE

Amazon (Various Roles)

Worcester, Northborough, Chelsea, MA

Seasonal & Part-time

2021 - Present

- Fulfilled logistics roles across delivery, sorting, and packaging centers
- Led small teams and maintained peak productivity under pressure

Eastern Pearl (Family-Owned Restaurant)

Webster, MA

Host & Bartender

Nov 2022 - Present

- Managed fast-paced customer service and multitasking under pressure
- Demonstrated consistent reliability and communication in team operations

LEADERSHIP

Asian Student Union

Worcester, MA

Co-President | Events Coordinator

Aug 2022 - May 2023

- Led planning and execution of major events like the Night Market and Lunar New Year, overseeing executive board operations, coordinating vendors, student orgs, and budget.

EDUCATION

Clark University

Worcester, MA

Bachelor of Arts in Interactive Media: Game Development & Programming

Graduated: May 2025
