



# Jiaxin Zheng Wu

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## EDUCATION

**Advanced Diploma** | Game Development

EXPECTED IN 04/2026

**Centennial College of Applied Arts And Technology, Scarborough**

- 3.87/4.5 GPA

## PROFESSIONAL SUMMARY

Dynamic Game Programmer with hands-on experience at Centennial College, specializing in Unity and C#. Successfully optimized game performance and enhanced user interfaces, contributing to engaging gameplay experiences. Proven collaborator in Agile environments, adept at debugging and implementing efficient algorithms to elevate game quality. Passionate about innovative game design and development.

## SKILLS

- **Programming & Engines:** Unity, C#, Gameplay Programming, Scripting (C#/.NET), Input & UI Systems, Git/GitHub
- **Game Development:** Prototyping, Game Design Principles, Level Design, Optimization, Debugging
- **Art & Multimedia:** 2D/3D Graphics Fundamentals, 3D Modeling (Maya/Blender), Animation Integration (Mixamo, Unity Animator), Audio Integration (FMOD/Wwise, Unity Audio System)
- **Collaboration:** Agile/Scrum, Project Collaboration (Trello, Jira, Miro), Game Jam Projects, Cross-disciplinary Teamwork

## EXPERIENCE

**GAME PROGRAMMER**

04/2025 to 04/2025

**Centennial College – Game Jam Week | Toronto, ON**

- Developed basic game mechanics using C++ and Unity engine.
- Assisted in debugging and troubleshooting code-related issues.
- Improved game performance by optimizing code and implementing efficient algorithms.
- Developed in-game tutorials and user interfaces that were intuitive and easy-to-use for new players.

**GAME PROGRAMMER**

12/2024 to 12/2024

**Centennial College – Game Jam Week | Toronto, ON**

- Participated in team meetings to discuss project goals and timelines.
- Conducted testing of gameplay features for functionality and user experience.
- Fixed software bugs and resolved technical issues, ensuring smooth gameplay experiences for players.

GAME DEVELOPER

12/2023 to 12/2023

Centennial College – Game Jam Week | Toronto, ON

- Developed game prototypes using Unity and C# to enhance gameplay mechanics.
- Collaborated with designers to create engaging user interfaces and improve user experience.
- Learned and applied best coding practices to ensure efficient game development processes.
- Assisted in debugging and troubleshooting code issues, contributing to smoother gameplay performance.

LANGUAGES

English



Professional Working

Chinese (Cantonese)



Native or Bilingual

Chinese (Mandarin)



Native or Bilingual