Zehua Wu

Shanghai, China

Homepage GitHub

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EDUCATION

Communication University of China — Beijing, China   Sept. 2022 - June 2026

Digital Media Technology (Game Technology Direction) , Bachelor of Engineering   GPA: 3.75/4.0

Courses : Computer Graphics , Game Engine and Application , Game Level Design and Production

Transferred from the Management Science and Engineering program (studied Sept 2021 – Jun 2022)

SKILLS

Game Engines ● Unity ● Unreal ● Godot   ● Expert ● Intermediate ● Primitive

Languages ● Chinese (Native) ● English (Fluent) ● Japanese

Programming Languages ● C# ● C/C++ ● Lua ● Python ● HTML/CSS **Tools** ● Git ● Bash

Concepts Object-Oriented Programming, Design Patterns, Network Programming, Algorithms

INTERNSHIPS

Tencent Games | Delta Force Team — Shenzhen, China   June 2025 – Sept. 2025

Game Engineer , Full-time Internship │ *Unreal , C++ , Spine Runtime*

- Boosted the performance of the Spine animation system in Unreal Engine by 60% by implementing optimizations such as CPU parallelism, pre-baked mesh animations, and draw call batching.
- Resolved a critical UI rendering bug within the Spine UE Runtime by analyzing and patching its source code, directly improving the development team's workflow and efficiency.

PROJECT EXPERIENCE

Software Rasterizer from Scratch C++ Developer │ *C++ , Graphics , Win32*   Sept. 2024 - Present

Links : Description Page GitHub Repository

- Engineered a lightweight software renderer in C++ from the ground up, with zero external library dependencies.
- Implemented core rendering pipeline features, including model loading (.obj), texture mapping (.tga), and rasterization algorithms.
- Authored the entire codebase, from fundamental geometric math libraries to file I/O and rendering logic.
- Used Win32API to create a windowed GUI and optimize performance.

AssAssIn System Designer / Programmer │ *Unity , C#*   June 2024

Links : Description Page Watch on BiliBili

- Won Excellence Award at Tencent GWB Game Awards 2024. Developed a 2-player competitive game with a team of 6 for the "GameFeel" themed competition, focusing on "collision" as the core gameplay mechanic.
- Implemented key systems including UI, enemy AI behavior, and the new player tutorial logic.
- Enhanced game feel by integrating impactful visual and audio feedback for player actions.
- Collaborated with the team using Git for version control in a fast-paced development cycle.

Just Suck. Lead Programmer / Game Designer │ *Unity , C#*   July 2023

Links : Description Page Watch on BiliBili

- Won 3rd Prize at G-bits Game Jam 2023. Developed a video game with a team of 5 students using Unity, built around the theme of "Absorption". Adopted a minimalist design approach to avoid visual clutter.
- Enhanced with extensive audio and visual effects to provide immersive, responsive feedback for a unique player experience.
- Delivered complete code and leveraging plugins to create dynamic animations that significantly enhanced control responsiveness.
- Implemented post-processing effects to elevate visual presentation and overall game polish.

Unity Toolkit Development C# Developer │ *Unity , C# , Toolkit*   May 2023 - Present

Links : GitHub Repository

- Engineered a comprehensive, reusable toolkit to accelerate personal game development projects.
- Designed and implemented a suite of modular systems, including a singleton manager, object pool, event bus, audio manager, and a generic timer.
- Built the framework to promote code decoupling and improve project scalability, packaged for easy import into new projects.