

Zejun Meng

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Education

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER NY ANTICIPATED GRADUATION: AUGUST 2024
BACHELOR OF SCIENCE, GAME DESIGN AND DEVELOPMENT — GPA: 3.67/4.00

- Related Courses:

Game Development and Algorithmic Problem Solving (C#, C++), Interactive Media Development (Unity, C#), Game Web Technology (HTML/CSS), 2D&3D Animation and Asset Prod (Unity, Maya), Level Design

- Honor:

2022-2023 Academic Dean's List

2021-2022 Academic Dean's List

2020-2021 Academic Dean's List

Skills

Programming Languages: C#, C++, JavaScript, HTML5, CSS3

Software: Unity, Maya, Blender, Aseprite, Photoshop

Work Experience

TEACHING ASSISTANT, RIT SCHOOL OF INTERACTIVE GAMES AND MEDIA 01/2023 – 05/2023
08/2023 – 12/2023

- TA for IGME-209 & IGME-309(Data Structures & Algorithms for Games & Simulations 1 and 2)

LEVEL DESIGNER, RIT MAGIC MAKER TEAM PROJECT 05/2022 – 08/2022

- Created a 3D action, exploration game as part of a team of two using Unity, C# and Blender.
- Expanded the gameplay of the game, designed tutorials and 5 different unique levels, designed and implemented multiple level components. Designed 3 enemies and implemented enemy logic.

Projects

PATH FINDER, TEAM PROJECT 08/2023 - PRESENT

- Creating a 2D exploration, puzzle platform game as part of a team of three using Unity, C#, Aseprite and Tiled.
- Designed and expanded gameplay, working on the design and implementation of game levels and level mechanics.

SOUNDVIZVR, PERSONAL PROJECT 01/2023

- Created a 3D shooting tower defense VR game by using Unity, C# and SoundVizVR Plugin. Assist with PhD human-computer interaction research.
- Developed gameplay and implemented game play, as well as optimized user experience based on plugins.

SHADOW PLATFORM, RIT MAGIC MAKER TEAM PROJECT 08/2022

- Created a 3D action, exploration game as part of a team of two using Unity, C# and Blender.
- Designed game level, gameplay expansion, level component design and implementation.