

Jessica Zhu

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SUMMARY

Dedicated game developer with a focus on building gameplay, seeking long-term position. Unreal(C++) and Unity(C#)

EDUCATION

University of Southern California | May 2020 | B.S. Computer Science (Concentration: Games)

EXPERIENCE

MSG Sphere | Gameplay Developer | Burbank | Mar 2023–Feb 2025

Unannounced Game Titles

- Engineered multiple game genre prototypes (strategy, action, arcade) in Unreal Engine 5 that supported experiences for 10,000 simultaneous networked players
- Implemented dynamic, branching gameplay driven by aggregated and individual player performance
- Contributed to game design. Helped with identifying and resolving areas of player confusion and rapidly iterating on feedback
- Collaborated with venue engineers on game responsive audio-haptic feedback

Together Labs | WithMe Game Developer | Redwood City | Jan 2021–Jul 2022

- WithMe is a “metaverse” focused on building friendship through facilitating digital experiences
- Developed and maintained framework for creating user generated content using Unreal and C++

USC Information Technology Services | Software Developer | Los Angeles | 2016 - 2020

- Created applications for USC and its IT department
- Collaborated with USC’s Workday integration and account migration API as a key component of USC’s IMAGINE financial transformation (Angular, Docker, Node.js)
- Repackaged software using InstallShield and programmed scripts used to distribute software to all USC labs and computers using Active Directory and SCCM

PROJECTS

Unannounced Title | Unity, Naninovel | Spring 2025

Engineer: Collaboration with Small Loan Studio on their upcoming visual novel

Enstars KOR Efficiency Generator Translator/Autopopulator | Google Script | Ongoing

Engineer: Created addons to the KOR Team Efficiency Generator. New QOL features currently in development

Terriblemon Pokedex | Google Sheets/Script, PokeAPI | Summer 2020

Creator: Collected and processed data from Pokemon randomizers into clear statistics

Soulfarer | Unreal Engine, custom rig with Arduino sensors | soulfarer.com | 2019 - 2020

Engineer: A mixed reality game for physical therapy. Soulfarer provides an immersive experience for patients to track improvements in an entertaining environment. Joint Advanced Games Project between Rancho Los Amigos National Rehabilitation Center and USC School of Social Work.

SKILLS

Programming:

Unreal (C++/Editor), Java, C/C++, Unity(C#), Python, Javascript(React), Perforce

Languages:

English, Mandarin Chinese

Hobbies:

Knitting, crochet, piano, music composition/covers, carnivorous plants