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
- 31st Annual Thea Award in the Immersive Technology and Production

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

Red Rain | Solarus, Lua | 2025

Engineer: Collaboration with Small Loan Studio on their upcoming action RPG

Pokemon TCG Pocket Trade Tracker | Google Sheets | Summer 2025

> **Creator**: Spreadsheet for friend groups to easily find and filter wishlisted and tradable cards

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.

Facebook || Girls Who Code Programmer | Menlo Park, CA | Summer 2015

> Worked with peers in Python and Javascript to code computer programs.
> Co-created One Step Ahead First Aid (OSA): Built a point and click edutainment game, reference app, and website that promoted health care and first aid knowledge in medical emergencies

MINOR PROJECTS

CoronaSim, AthenaHacks 2020 | Unity (C#), HTML | Spring 2020 | Lead Programmer & Designer

POLY, Break to Make 2018 Makeathon | 2nd Place & Most Creative | Co-creator

Saoirse Knits | Swift | Creator

GoOut | Ionic Cordova, Java, MySQL database on AWS | Engineer

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