

Yuchen Zhao

Game Programmer

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About

A Game Programmer who is passionate about bringing the vision to life: specialized in Unity and Unreal with a focus on efficiency and problem-solving.

Skills

Unity Engine

Unreal Engine

Unity Visual Effect

C#

Unity Shader

Miro

Google suite

Microsoft Office Suite

Languages

Mandarin

English

Interests

Shooter / Racing / Military Sim Games

Skiing

Driving

Film & TV

Experience

Programmer / Glitch Hop (Student Project) [Game Page Link](#)

July 2025 - Dec 2025, Vancouver

- Designed and programmed 3 gun behaviors, created distinctive and satisfying gun feels by introducing the procedurally generated recoil and camera shakes.
- Programmed 4 types of character movement mechanics: dash, slide/crouch, coyote, and double jump, enhancing player mobility and responsiveness.
- Designed and programmed the game's signature slow-motion mechanic, resolving the conflict between fast movement and precise aiming while reinforcing core gameplay pillars.
- Developed a modular ragdoll physics system for enemies, providing dynamic and physically driven death reactions.
- Used Odin editor to create a designer-friendly data editor window for efficient balancing and iteration.
- Designed and implemented all aspects of player HUD, enhanced gameplay feedback with a unique shader effect.
- Created and implemented all visual feedback, including 20 visual effects, 25 shaders, and provided clear visual feedback during intense gameplay.

Programmer / Emit Time (Student Project) [Game Link](#)

May 2025 - June 2025, Vancouver

- Programmed precise aiming and shooting mechanics for the isometric camera.
- Developed a programmed sprite-animation blend system for a 2.5D character, creating a convincing 3D turning illusion.
- Created all in-game visual effects, including player and bullet trails, sword slashes, and impact effects.
- Designed and integrated gunshot sound effects using FMOD.

Product & User Operations / Beijing Didi Infinite Technology

October 2023 - November 2024, Beijing

- Conducted data analysis and A/B testing to optimize marketing campaigns and increase user retention.
- Planned and executed marketing campaigns based on data analysis, able to optimize campaign strategies through each iteration.
- Collaborated with data warehouse teams to enhance user profiling and segmentation, and achieved target marketing according to refined user profiles.

Education

Vancouver Film School, Jan 2025 - Dec 2025

Game Design

Harbin University of Science and Technology, Sep 2012 - July 2016

Bachelor's Degree in Material Forming and Control Engineering