

NICOLE ZHANG

UI ENGINEER

CONTACT

(847) 769 - 5501

nicolezhang94@gmail.com

Los Angeles, CA

linkedin.com/in/nicolezhang94

www.nicolezhang.me

she/her

EDUCATION

Bachelor's Degree in Computer Science

University of Minnesota, Twin Cities

2012 – 2016

Bachelor's Degree in Studio Art

University of Minnesota, Twin Cities

2012 – 2016

TECHNICAL SKILLS

C++

Unreal Engine

C#

Unity Engine

UI/UX Development

Android/iOS Mobile Development

UI Animation

Adobe Creative Suite

PlayFab

Data Management

Graphic Design

PROFILE

Detail-oriented software engineer with a focus in UI/UX development. Adept at quickly learning new skills and filling multiple roles within teams of all sizes. Effective communicator who utilizes a combination of technical, organizational, and interpersonal skills to ensure timely delivery of project milestones.

WORK EXPERIENCE

Software Engineer (UI)

Elodie Games | Los Angeles, CA | Oct 2022 – July 2023

- Worked on "Project Skies", an upcoming online cooperative cross-platform game using C++ and Unreal
- Programmed various dynamic UI systems, including a notification and popup system easily used by designers and artists
- Built upon a data abstraction layer tool that allowed the UI to be driven by the data rather than the UI driving the data
- Improved existing screens such as login and world map
- Collaborated extensively with other engineers, designers, and artists to deliver robust UI features in a timely fashion

UI Engineer

Jam City | Culver City, CA | Apr 2021 – Aug 2022

- Worked on "Project Eden", an invest-and-express mobile game based on the James Cameron's *Avatar* IP using C# and Unity
- Worked on *Cookie Jam* and *Cookie Jam Blast*, a pair of award-winning match-3 mobile games with millions of downloads
- Created structured and organized UI prefabs that allowed for easy integration of art assets and additional components
- Implemented a well-documented tutorial tool that allowed level designers to easily create and update tutorials for introductions to various features and gameplay mechanics
- Worked on and updated various gameplay features such as a merge minigame and item crafting

Software Engineer Manager

CinéMoiWorld | Los Angeles, CA | Nov 2019 – Apr 2021

- Developed and shipped online multiplayer virtual world mobile game *CinéMoiWorld* using C# and Unity for Android and iOS
- Created modular and responsive UI/UX elements and menus
- Implemented various gameplay features such as quests, dialogue, navigation, and a match-3 word game
- Implemented various data management systems such as file saving/loading, player inventory, e-commerce, and analytics
- Worked with art and design teams to ensure smooth integration of all game components

Unity Game Programmer

Hello TeamSolar | Los Angeles, CA | Feb 2019 – Sept 2019

- Developed and shipped Google-funded multiplayer mobile AR game *UndAR The Sea* using C# and Unity for Android and iOS
- Presented demo at E3 2019 and Gamesbeat 2019
- Implemented and programmed all UI/UX components
- Established game backend and networking; managed in-game economy, custom user data, and inventories
- Utilized various development APIs including PlayFab, Photon Unity Networking, Google Play, and Google ARCore