

Zhongyou Wu

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Game engineer passionate about building gameplay systems that create engaging experiences for players, skilled in networking, graphics, and tooling.

Education

Texas A&M University | College Station, Texas
Bachelor of Computer Science | 12/2025

- GPA: 3.6
- Award: **DivHack - Grand Prize 2022** | Awarded \$5,000 for an AR architecture visualization project by the A&M architecture department.

Experience

LIVE Lab - TAMU | College Station, Texas
Software Engineer | 04/2023 - Present

Designed and implemented systems for interactive features to align with client vision and gameplay needs

- Developed pipeline workflows for Unity and UE games and slashed integration time from half an hour to just minutes
- Implemented synchronized inventory system over P2P connections and developed core gameplay features
- Collaborated with cross-discipline teams in an Agile environment to integrate art, design, and engineering into seamless experiences

Capsher Technologies | TX, College Station
Software Engineer Intern | 05/2025 - 07/2025

Developed core application features in a full stack, reactive web environment

- Automated project set up and cut onboarding time by half
- Implemented API endpoint workflow and reactive UI for query performance monitoring system and ticketing system
- Coordinated closely with an innovative client exploring cutting-edge AI use cases

Bloxxit Studio | London (Remote)
3D Lead | 10/2019 - 08/2022

A London based video game development studio for Roblox with over 140M+ plays and reached 30,000 concurrent players.

- Produced and optimized visual assets to meet technical requirements for a live large-scale player base
- Guided junior artists, improving asset quality and accelerating production timelines.

Projects

Wiz-herd

Lead Network Engineer | 12/2024 - 08/2025

Online multiplayer party game made with Unreal Engine and published on Steam

- Implemented replicated magic spells and improved actor synchronization between hosts using UE Blueprints and C++
- Developed and fine-tuned an AI boid algorithm with additional avoidance rules for sheep flock behavior

Chairmen of the Apocalypse

Solo Game Developer | 06/2022 - 12/2022

A strategy mobile game developed as a solo endeavor and published on the Play Store.

- Created enemy design toolings to accelerate character development by 3x
- Engineered efficient data serialization system which reduced overall file size by 12% using C#

Skills

Functional Testing, Agile Methodology, Java, C#, C++, Blender, Cybersecurity, Object Oriented Programming, Unreal Engine, Unity, Shader, Software Development, Chinese, Graphics Programming, Algorithm Analysis