Wei Zheng

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WORK EXPERIENCE

Dark Curry   **March 2021 – Present**

Unity/Laravel Programmer | June *2021 – Present*   *Remote*

- Develop and implement client-side game mechanics, events, features and UI functionality using Unity for mobile game "Fight Legends".
- Manage server-side code, databases and validate IAPs with Laravel PHP and MongoDB.
- Contribute to the app submission process for Google Play Store, Apple App Store and other stores, ensuring compliance with platform guidelines.
- Integrate analysis and monetization plugins and features [Firebase, Push Notifications, IAPs, etc.].

Unity Programmer Internship | March 2021 – May, 2021

- Develop a complete offline lite version of the game "Final Kick" for different Android stores.

Lionbridge   **June 2020 – Feb. 2021**

Internet Ad Quality Evaluator   *Remote*

- Oversee the quality and safety of advertisements, ensuring all requests are completed efficiently and accurately.

EDUCATION

Universidad Rey Juan Carlos   **June, 2021**

Videogame Design and Development   *Móstoles, Madrid*

- Achieved a score of 9.5 on my Bachelor's Final Project on Procedural Animation.
- Participated in small game jams.

LANGUAGES, SKILLS & INTERESTS

- **Languages:** Spanish (Native), English (Fluent), Chinese (Intermediate)
- **Skills:**
  - C#, PHP, Unity, Laravel, MongoDB
  - Strong ability to learn and apply new knowledge effectively.
  - Problem-solving skills, competent at finding information and solutions online.
  - Capable to work independently with minimal supervision.
- **Interests**: New technology, sports, drawing, cooking.