

Wenxi Zhu

585-649-4248 • wzhu24@u.rochester.edu

EDUCATION

University of Rochester

Bachelor of Arts, Digital Media Studies

Rochester, New York

Anticipated 2026

- Minoring Computer Science

- Accomplished multiple app/game design projects individually in class
 - Uniquiz - Holds Q&A interaction for the campus UoR
 - Me or me? - Interactive storytelling game based on questions about identity
 - Orphanage - Interactive storytelling game based on fictional storyline
 - Cooking Simulator - 3D matching game

EXPERIENCE

University of Rochester, Mobile App Development

Rochester, New

York

University of Rochester, Video Game as Interactive Storytelling

August 2025 – present

Teacher Assistant

- Held weekly meetings for students, providing help to those who struggled with coursework.
- Graded works from students with suggestive comments include compliments and future improvement.
- Communicated between faculty and students, addressing inquiries and clarifying vague information.

Embrace Ausome

Potomac, Maryland

Cofounder, Webpage Designer

September 2020 – January 2024

- Cofounded and launched a non-profit organization that advocates for kids with autism and disabilities.
- Created content and managed a social media site, allowing autistic children to voice their concerns with or without revealing their identity.
- Arranged community events, engaging autistic children with a welcome and positive manner.
- Built a partnership with Saint Andrew's Episcopal School's Nursing Office, promoting cautiousness.

Games For Love

Rochester, New York

Team Lead

May 2024 – October 2024

- Led a team of 6 to complete a 3D parkour educational game, *Teddy Did It*, for kids.
- Constructed the idea of the entire game, also helped with storyline, level design, 3d models, and sound design.
- Designed the level template of the game, ensuring the level matches the theme effectively.
- Arranged the team schedule effectively, engaging every single team member promptly.

Starbucks

Rochester, New York

Employee

September 2023 – present

- Served high-quality drinks and food, including espresso drinks, blended beverages, and cold brews, ensuring high customer satisfaction.
- Operated the point of sale machine for order payments, maintaining accurate transactions.
- Certified and trained new employees, promising nice teamwork.
- Managed customer service and complaints, ensuring positive customer feedback.

SKILLS

- **Coding software/language:** Swift, Twine, Flutter, Java, C, C++, Unity 5, Unreal Engine 5.
- **Other skills:** Figma, Wix, iMovie, Canva, Adobe Series, Clipchamp.
- **Language:** English(Fluent), Chinese(Fluent), Japanese(Fluent)

- **Capabilities:** Content creation, Photography, Video editing, Game development, Website design, Team collaboration, Creative ideation.