# Congyu Zhao

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## EDUCATION

**Purdue University | West Lafayette, IN**
Bachelor of Science in Computer Graphics Technology; Minor in Management | May 2028
Major GPA: 3.6/4.0
Relevant Courses: Game Development, Computer Graphics, Computer Science, Management, Accounting, Economics.

## TECHNICAL PROJECTS

**Aspire 101 — Founder & Technical / Product Lead | Sep 2026 – Present**

- Lead development of a student-focused marketplace spanning web and React Native/Expo apps, using JavaScript and Supabase; coordinate product requirements, interface changes, and technical issue tracking across platforms.
- Implement and debug registration, email verification, login, listings, search, profiles, in-app messaging, notifications, and reporting workflows; review errors across user-facing screens.
- Integrate and test Stripe sandbox payments and webhook handling; investigate authentication loops, missing order/activity data, navigation defects, and database permission issues.
- Use GitHub to review changes, reproduce bugs, and evaluate web/mobile regression risks; check Supabase authentication and authorization behavior, including user-specific messaging and marketplace data access.

**Fish and Ships — Unity Game Development | Aug 2026 – Present**

- Write C# gameplay scripts for character and boat movement, interactive objects, and a procedural mesh ocean with animated sectional waves rather than rigid whole-surface motion.
- Prototype procedural terrain and environmental systems; test player–ocean and boat–environment interactions, tune wave movement and collision behavior, and revise gameplay mechanics in response to in-class feedback.

**Tempus Lineus — Game Programmer, Purdue University | Jan 2025 – May 2025**

- Program gameplay systems, narrative interactions, and player mechanics in Unreal Engine Blueprints, contributing to a team-developed game and coordinating feature integration.
- Playtest and debug gameplay mechanics through repeated team iterations, identify player-interaction issues, and collaborate with programming, design, art, and audio teammates on changes to level flow and overall experience.

## WORK EXPERIENCE

**ERP Systems and Web Design Intern at Belong Automotive Technology, LLC | Mar 2026 – Sep 2026**

- Researched and compared ERP platforms supporting U.S.–China operations; mapped integration requirements for procurement, inventory, and financial data to improve cross-border workflows.
- Assisted with ERP module configuration and technical troubleshooting, including database migration, cross-system data synchronization, deployment compatibility, and version mismatches.

**Undergraduate Data Researcher at Purdue Data Mine | Aug 2024 – Dec 2025**

- Analyzed 100K+ rows of agricultural data with R, data.table, and Jupyter; contributed findings for Corteva Agriscience.
- Conducted research data collection, cleaning, and exploratory analysis; organized agricultural datasets and prepared interpretable summaries to communicate findings to interdisciplinary teammates and project stakeholders.

**Graphic Designer Intern at Narb | Jul 2025 – Oct 2025**

- Designed 15+ digital assets using Figma and Adobe tools, helping increase campaign engagement by 22%.
- Maintained a weekly social media content calendar with on-time publication across three platforms; used Tableau performance tracking to inform campaign improvements.

**Marketing Research Intern at AXENTRA OS | Jun 2025 – Aug 2025**

- Analyzed industry trends, Shopify product comparisons, and competitor activity using Excel; prepared comparative charts and market research reports, translated observations into campaign-positioning recommendations, and presented findings to senior marketing leadership.

## ADDITIONAL INFORMATION

Skills: Python, Java, JavaScript, C# (Unity), R, HTML, CSS, SQL exposure; React Native, Expo, Supabase, Stripe test payments/webhooks, GitHub, Unity, Unreal Engine Blueprints, Jupyter Notebook, R data.table, Tableau, Figma, Adobe Creative Cloud, Notion, Microsoft Office.

Engineering: Debugging, functional and regression testing, defect reproduction, API and webhook troubleshooting, web/mobile QA, integration testing, cross-platform feature review, technical documentation.

Languages & Interests: Bilingual in English and Chinese; video games, game development, fitness, skiing, music, travel.