Website Porfolio Description

Thank you for stop by and take a look at my porfolio and personal website! You can navigate between my Game Projects, Academic Projects, and Design Projects.

Also, I have included all of the featured project list I have interacted in the past years. Please feel free to look through those underlined links! Thank you!

MY PORTFOLIO

MY WEBSITE

My Portfolio (Projects) Website: http://www.zhujunting.com/projects-home/
My Personal Website: http://www.zhujunting.com/
My Contact Email: zhujunting2001@gmail.com

Emotional Damage

Emotional Damage is a 2D story-orientated adventure game focused on the emotional evolution and conflicts between player and four different NPCs. I am in charge of the creation of art assets, the story flow, and the connection between programming, art, and the story teams. This is also an one week Game Jam project.

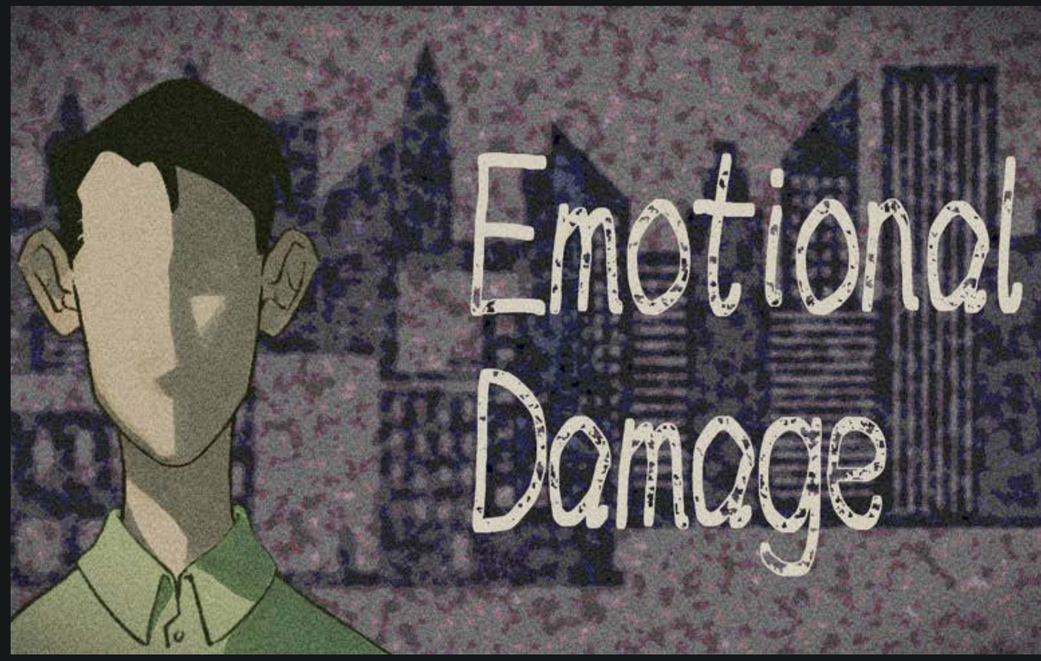
GROUP

ART PRODUCTION

2D AVG

November 1, 2022 to December 1, 2022
Game Off Submission Link: https://itch.io/jam/game-off-2022/rate/1816770
Game Demo Link: https://rod233.itch.io/emotio
https://emotional-damage.blogspot.com/





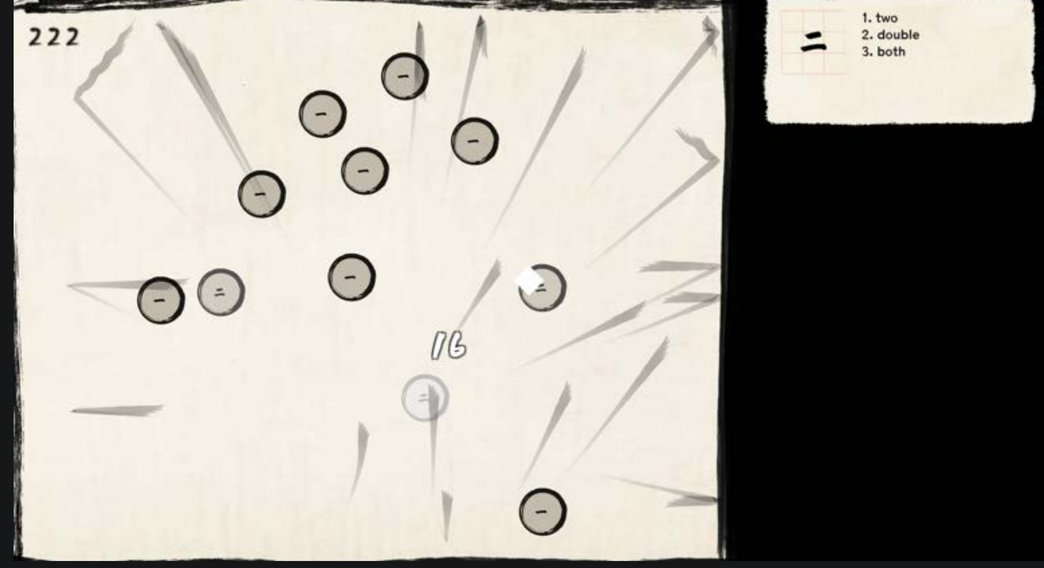


Flicker (Game Design)

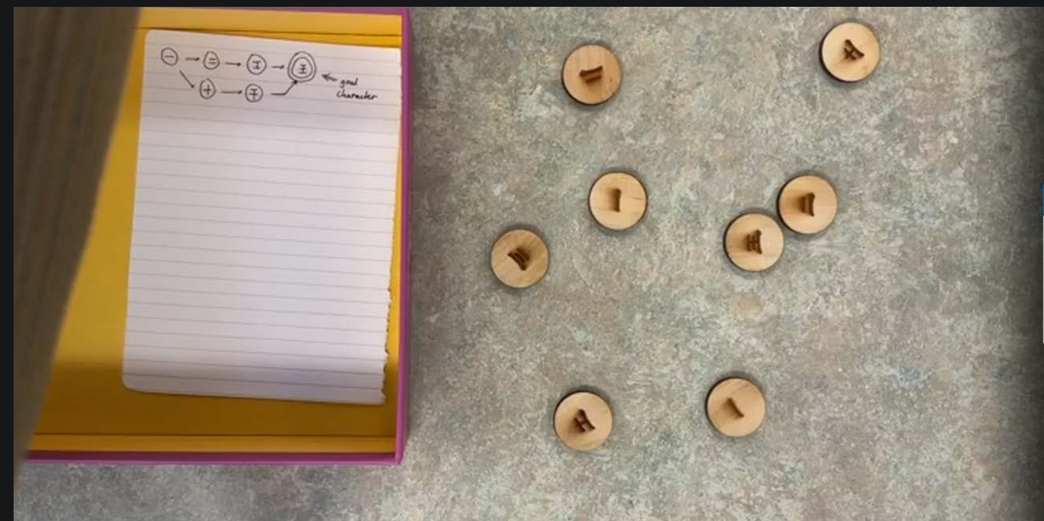
Flicker is a 2D platform game for young Chinese starter learners to learn and understand Chinese more systematically and engage through interacting with the evolution and formation of characters. This is an ongoing project and I am working on it from the idea to the game's production.

INDIVIDUAL | GAME DEVELOPMENT | DESIGN

August 30, 2022 to current
Game Demo Link: https://zhujunting.itch.io/flicker
Demo Video Link: https://youtu.be/vKIi5qoauSE
https://flicker-game.blogspot.com/







Dymo--A Dynamic Scooter Distribution System

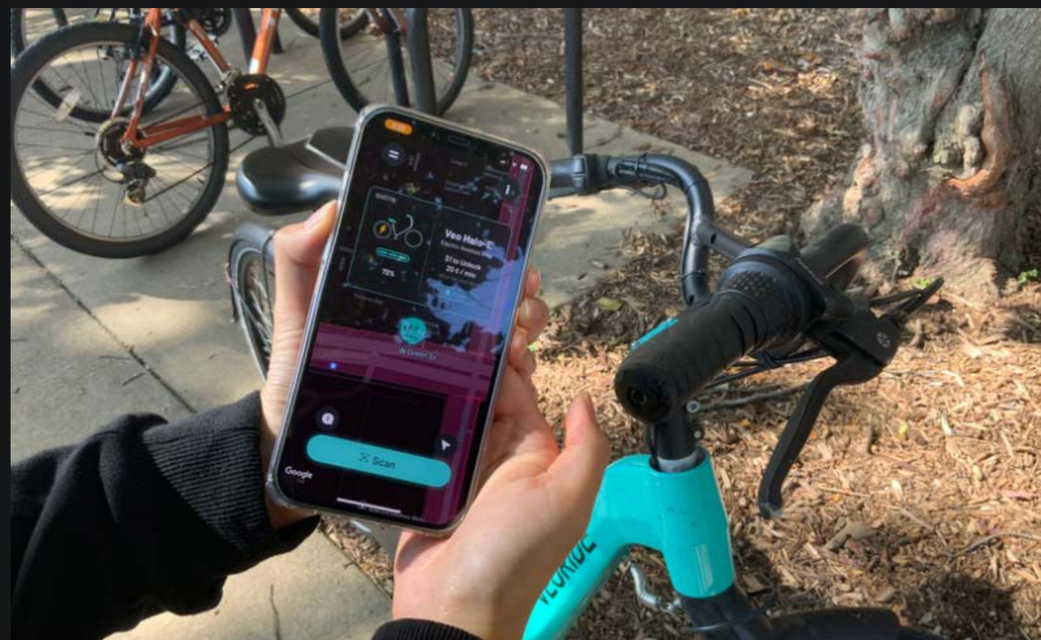
This is a group project by Junting (David) Zhu, Zezhi (Jimmy) Guo, and Yuhe (Ruby) Cui of designing a futuristic dynamic campus scooter distribution system and a smart scooter that can provide a safer and better user experience. My role is to evaluate and propose the algorithm implementation and design the overall user experience. (research and paper in progress)

GROUP PROJECT | INDUSTRIAL DESIGN | PROPOSAL

August 22, 2022 to current

Presentation Link>



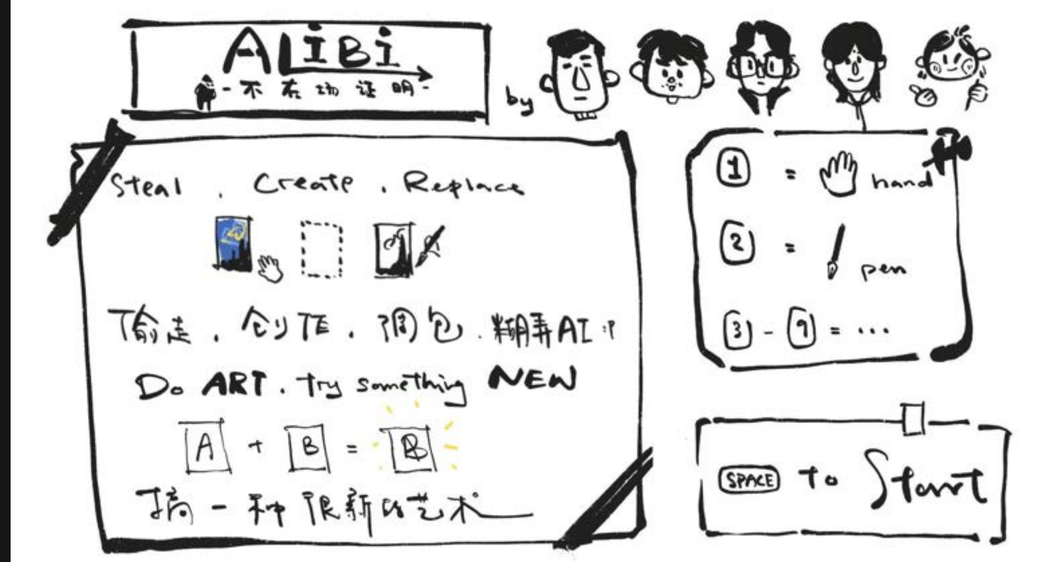


Alibi Design Document

This is a group Unity Game Jam project by Junting (David) Zhu, Yufeng Liu, Runze Wang, Viki. and Xia Yu. The topic is “end where you start”. My role in the team is game design and game production documents.

GROUP PROJECT | GAME DESIGN | UNITY DEV JAM

October 14, 2022 ~ October 21, 2022
Game Link: https://lyf1436.itch.io/alibi
Video Link: https://www.youtube.com/watch?v=p0yVpWvXGI4
https://group-alibi-game-design-production.blogspot.com/





Luna Game Design Document

This is a group game proposal project by David Zhu, Zezhi Guo, and Dmitry Shuklin in 2021. We proposed the gameplay, feature, aesthetics, and user experience in this proposal. I contributed to the brainstorm of gameplay, player experience structures, and subsections of feature specs.

GROUP PROJECT | GAME PROPOSAL | PRODUCTION

September 2020 - May 2021

https://group-luna-game-design.blogspot.com/



Creative Projects List

underlined are links

Alibi Game 2022.10

group project · Unity game jam · game design · production

This is a group Unity Game Jam project by Junting (David) Zhu, Yufeng Liu, Runze Wang, Viki. and Xia Yu. The topic is “end where you start”. My role in the team is game design and game production documents. Video Link> Game Link>

Atelier Alter Website Design 2019.6 - 2019.8

internship · Atelier Alter: China · website design · interaction

This is a web design template I did when I was interning at Atelier Alter: China during the summer of 2019. I am in charge of designing the visual elements and interaction of the company’s website and assisting with other advertising materials in the company.

Luna Game Proposal 2020.9 - 2021.1

group project · class: GSD 403 · game proposal · production

This is a group game proposal project by David Zhu, Zezhi Guo, and Dmitry Shuklin in 2021. We proposed the gameplay, feature, aesthetics, and user experience in this proposal. I contributed to the brainstorm of gameplay, player experience structures, and subsections of feature specs.

Undergraduate Research - Design, Technology, and Society Lab, UIUC 2022.9 - ongoing

group project · research · industrial design · futuristic design

This is a group project by Junting Zhu, Zezhi Guo, and Ruby for designing a complete and advanced solution for last-mile transportation on campus. My role is to evaluate and propose the algorithm implementation and design the overall user experience. (Will Attend AMPS journal>, paper in progress)

Museum of the Grand Prairie: Escape Room Design 2022.8 - ongoing

group project · class: INFO 418 · physical escape room

This is a classwide escape room project to be implemented at the Museum of the Grand Prairie for a group of children to play. My role is the manager of Act 3 (the final act) which keeps the story consistent and actually evaluate the feasibility of production.

MUX AIR 1 2020. 2

individual · class: ARTD 218 · interaction design · experience design

This is an individual project of a futuristic apporach to design a contectless music player control system using gestures. I am in charge of the idea manual book, prototype design, user testing, and the Wizard of Oz video production.

Project Gutenberg: Redesigning User Flow 2021.12

individual · class: ARTD 318 · UI/UX · graphic design

This is a UI/UX design project that aims to redesign an old website - Project Gutenberg for a better visual experience. I am in charge of pre-research, interviewing users, wireframing, and producing low to high-fidelity prototypes in Figma.

Guinea Pig Booklet Design and Cover Design 2020. 10

individual · class: ARTD 222 · layout design · visual design

This class project aim to design a 20 pages booklet of guinea pig characteristics, habits, environments, and data. I am in charge of designing the overall layout and booklet cover, researching information, and keeping consistent with the theme.

Academic & Programming Projects List

underlined are links

OCR Engine Evaluation Research and SPIN Program at NCSA, IL 2021.8 - ongoing

independent study · research · data analysis · machine learning · python

In this undergraduate research experience with prof. Jill Naiman, I investigated ways to fix the grammar mistakes and misspellings in the OCR scanned text using Python scripts and quantified OCR error rates with different parameters and conditions. (paper in progress) Milestone Poster>

Nova Study Challenge - NCSA, IL 2021. 9 - 2022. 7

part-time · research · data visulization · data pre-processing · python

This research project with prof. Charles Blatti aims to visualize gene datasets comparing vaccinated samples and non-vaccinated samples. My role is to develop and evaluate and visualize gene datasets in python and pre-clean preprocessed datasets for machine learning.

Sentimental Text Analysis 2020.9 - 2021.1

individual · class: INFO 490 · natrual language processing · machine learning · python

This is a python machine-learning project that aims to evaluate the level of the sentiment of social tweets. I am in charge of the data cleaning, training the model using Keras in Tensorflow with python, and evaluating the output.

The Snake Game 2021. 3

individual · practice · development · web programming · javascript

This is an individual project to develop the code of the classic snake game using core javascript, jquery, and p5.js as a small practice in creative coding class. I develop the logic and code in javascript from scratch and deploy the webpage to my website>. My Other Creative Coding Pages>

Geo Tracker Game 2020. 5

class project: starter codes are given · class: CS 125 · development · java

This is a class Machine Project about dividing the map area into sections and tracking the player's position in which section like a game. I developed the logic codes (the starter codes and services are given) in java as the semester-long individual coding challenge.

Flicker Game 2022.8 - ongoing

individual · practice · capstone project · full game development · Unity · C#

Flicker is a 2D platform game for Chinese starter learners to learn and understand Chinese in a more systematic and engaging way through interacting with the evolution and formation of characters. This is a in-progress individual game development project. See Prototype Demo>

Moutain Path & Seam Carving 2022. 4

individual · class: CS 128 · object-oriented programming · pointers · c++

These are two major class Machine Projects of CS 128 about calculating the least horizontal and vertical entropy line and carving the line off when squishing the image. I build data structures and the logic in C++ (the starter logic is illustrated) as a two-week coding project. View Full Repository>

