

# Zijie Zhang

## Game Designer

### Scripting & Programming Languages:

C,  
C#,  
C++,  
JavaScript,  
Lua,  
Python

### Languages:

Chinese(native),  
English(fluent)


### Game Engines:

GameMaker,  
Phaser,  
Pico-8,  
Ren'py,  
Smile Game Builder,  
Unity,  
Unreal

### Tools

JIRA,  
Jenkins,  
Perforce  
Maya

### Contact Information

 1-4157028261



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### Additional Information



Silicon Valley



[Zijie Zhang](#)



[www.zijie-zhang.com](http://www.zijie-zhang.com)

References available upon request

Eligible to work in the United States

Willing to relocate

## Project Experience

**Truants** / Gameplay Designer & Game Tester / [Website](#), [STEAM](#) (Team of 4)

AUG 2019–APR 2020

A story-based 2D Unity puzzle game that simulates desktop environment and solves puzzles through social media and software.

- Designed, prototyped, and scripted individual puzzle elements for gameplay system
- Managed and entered project tasks and bug tracking in Jira and Perforce
- Schedule and analyze playtest with users, and making sure game features and emotions match with intended design,

**30 Days Left** / Technical Game Designer & Game Tester / [Play](#) (Team of 3)

APR 2019–MAY 2019

Unity 2D management game that simulates emotions of International students.

- Lead, designed, and script random events and core mechanics in the game

**Midnight Message** / Technical Game Designer & UX Analyst / [Play](#) (Team of 2)

APR 2019–MAY 2019

Unity 2D game that is designed based on 2 random drafted keywords(*Hug and duck*).

- Lead, designed, and scripted the game's core mechanics and logic.

**Galactic Glider** / Gameplay Scripter & Game Tester / [Download](#) (Team of 3)

OCT 2018–DEC 2018

Unity 3D space shooting game about mercenary fighting for bounty and upgrades

- Designed and scripted a technology/upgrade tree for the ship and its stats

**Closing In** / Gameplay Designer & Game tester / [Download](#) (Team of 11)

DEC 2017–JUN 2018

Unity 3D puzzle game that changes between 3D and 2D perspectives

- Prototyped, tested, and analyzed part of the game's key mechanics and logic

## Professional Experience

**University of California, Santa Cruz & Electronic Arts(EA)** / Research Assistant

JUN 2019–JUL 2019, Redwood City

In EA Spawn Point Program, taught approximately 30 high school students using Processing

- Used Slack to offer assistance, write dev blogs for 4 projects with students

**University of California, Santa Cruz** / Research Assistant / [Article](#), [Play](#)

SEP 2017–MAY 2018, Santa Cruz

Wrote scripts with Lua to collect data from the emulator, and built features to visualize data

- Yielded 94 games datasets, and around 564,000 screenshots for analysis

## Education

**The University of California, Santa Cruz** / Master's Degree

SEP 2018– March 2020: Games and Playable Media

**The University of California, Santa Cruz** / Bachelor's Degree

SEP 2014–2018: Computer Science: Game Design