

# 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



[chris34481203@gmail.com](mailto:chris34481203@gmail.com)  
[m](http://m)

### Additional Information



Silicon Valley



[Zijie Zhang](#)



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

References available upon  
request

Eligible to work in United  
States

Willing to relocate

### Project Experience

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

AUG 2019–Apr 2020

Story-based 2D Unity puzzle game that simulates desktop environment.

- Designed, prototyped and scripted individual puzzle elements for gameplay system
- Managed tasks in Jira and Perforce
- Expected and aimed to publish an early access on STEAM on November

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

APR 2019–MAY 2019

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

- Designed and script random events and core mechanics in the game

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

APR 2019–MAY 2019

Unity 2D game that our team designed the game based on 2 keywords(*Hug and duck*).

- Designed and scripted game's core mechanics and logic

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

OCT 2018–DEC 2018

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

- Designed and scripted technology/upgrade tree and its stats

**Closing In** / Technical Game Designer / [Download](#) (Team of 11)

DEC 2017–JUN 2018

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

- Designed, prototyped, and scripted part of game's key mechanics and logic

### Professional Experience

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**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 tutor on offsite days and wrote devblogs 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 emulator, and built features to visualize data

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

### Education

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

SEP 2018– March 2020 Silicon Valley

Games and Playable Media

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

SEP 2014–2018 Santa Cruz

Computer Science: Game Design