



Zhi Yang

Level Designer | Systems Designer | zhi@mail.smu.edu | (682) 241-3382 | www.zhiyanggame.com

Skills and Software

- Level Design
- Systems Design
- BSP/Whitebox
- Scripting (Blueprint/Papyrus/Lua/C#)
- Level Lighting
- Design Documentation
- Agile Development
- Unreal Engine 4
- Unity 5
- Creation Kit
- Dying Light Developer Tool
- Dota2 Workshop Tool
- StarCraft 2 Editor
- 3ds MAX
- Photoshop
- Perforce
- SVN
- Hansoft
- Jira
- Office

Education

Tsinghua University

Vehicle Engineering (Body Design)

Bachelor of Engineering

Digital Entertainment Design (For Second Bachelor Degree)

Bachelor of Arts

Beijing, China
Aug.2011 - Jul.2015

Southern Methodist University Guildhall

Master of Interactive Technology (Level Design)

Texas, US
Aug.2017 - May.2019

Experience

Giant Interactive Group Inc. (ZhengTu 2 Proj.)

Senior Systems Designer

Shanghai, China
Jul.2015 - Aug.2016

- Designed gameplay about class and skill, reworked 6 classes and their core gameplay
- Rewrote the Main Quest, shortened the required time before contacting core gameplay, lowered the entry barrier for new gamers
- Designed Lucky Money system for social interaction

Projects

Level Designer | FrostRunner | Unreal

- Prototyped gameplay
- Designed and iterated levels
- Wrote and maintained design documentation
- Beautified levels with environment assets
- QA test

Guildhall, US
May.2018 - Dec.2018

Level Designer/ Scripter | Interstellar Racing League | Unreal

- Worked on Events in the Track Team, especially on blueprints, particles, and post processing
- Worked on tracks iteration

Guildhall, US
Feb.2018 - May.2018

Level Designer | Zoey And The Magic Paintbrush | Unity

- Worked on level design for the puzzle solving game
- Written LDD and other design documentations

Guildhall, US
Aug.2017 - Dec.2017

Systems Designer/ Scripter | Class Rework of ZhengTu 2

- Reworked 6 classes: Bawang&Tianjiao, Longqi&Longnv, Daoshi&Tongling
- Designed gameplay of Bawang as assassin, and created stealth and bloodsucking as core skills
- Designed gameplay of Longqi& Longnv as warrior, whose HP varied inversely as the attack and defense
- Designed gameplay of Daoshi& Tongling as caster, adjusted attack mechanism, updated art material
- Increased proportion of Bawang from 6.4% in October 2015 to 8.8% in December 2016 and Tianjiao from 4.0% to 18.3%. Increased proportion of Longqi from 1.0% in December 2015 to 3.6% in March 2016

Giant, China
Oct.2015 - May.2016

Systems Designer/ Scripter | The Main Quest Rewrite of ZhengTu 2

- Reduced proportion of new player churn from 30% to 20.58%, whose level under 70

Giant, China
Jan.2016 - Feb.2016