WORK EXPERIENCE

**YAN ZHANG**

**Frisco, Texas**

**Gearbox Software**

Oct 2022 – Present

EDUCATION

**May 2021**

**SMU Guildhall | Dallas, TX**

**Fudan University | Shanghai, China**

**July 2011**

Bachelor of Philosophy

Master of Interactive Technology | Specialized in Level Design

Quanmin Zhensan | Unity | RPG

* Drafted and implemented inventory system and mail system

Bright and Dark Awakening | Cocos 2D | RPG

* Designed weapon-enchanting system and rune-refining system
* Re-designed and implemented novice guide

Flying Dagger | Cocos 2D | RPG

* Designed and implemented battle systems including daily dungeons, player arena and world boss
* Completed and maintained basic systems such as mail, inventory and novice guide

Dec 2014 – Aug 2015

**Shanghai, China**

**Shihua Games**

**Associate Designer**

**System Designer**

**Frostwolf Games**

Mar 2016 – Oct 2017

**Senior System Designer**

**Hangzhou, China**

**Netease Games – Pangu Creator Studio**

Moon Land | Unity | 3D Survivor Game

* Designed world environmental systems including day and night system, weather system, lighting system and temperature
* Set up the system of player’s interaction with the environment such as resource collecting, manufacturing and multi-interaction
* Improved and maintained designer tools including effect editor and spawn point editor with tool engineers

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Nov 2017 – May 2019

**Associate Game Designer**

Aug 2021 – Sep 2022

Unannounced AAA Project | Unreal 5

* Designed new gameplay moments and prototyped via UE blueprints
* Cooperated with artists and programmers to implement approved gameplay in the engine
* Created interactable object proxies by using blueprints and customized tools for level designers and mission designers
* Implemented and maintained interactable objects to shippable quality

**Associate Game Designer**

**Shanghai, China**

Sep 2015 – Jan 2016

Risk of Rain 2 DLC: Survivors of the Void | Unity

Risk of Rain 2 Unannounced Project | Unity

* Developed and implemented new void monsters
* Drafted and prototyped new items according to the new theme
* Designed (from paper design to whitebox) and made playable new stages

**Senior System Designer**

Perfoce

Jira

Confluence

3DS Max

Blender

OBS Studio

Microsoft Suite

**Tools**

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CONTACT

SYSTEM DESIGNER

GAME DESIGNER

Whitebox & BSP

Multiplayer

Level Design

System Design

Prototyping

Documentation

Quest Design

**Game Design**

Lua

C#

Blueprints

Papyrus

**Scripting**

Creation Kit

**Game Engine**

Unreal 5

Unreal 4

Unity

SKILLS