# YAN ZHANG

SYSTEM DESIGNER
GAME DESIGNER

## CONTACT

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## SKILLS

**Game Engine**

Unreal 5
Unreal 4
Unity
Creation Kit

**Game Design**

System Design
Quest Design
Documentation
Prototyping
Level Design
Whitebox & BSP
Multiplayer

**Scripting**

Blueprints
C#
Lua
Papyrus

**Tools**

Perfoce
Jira
Confluence
3DS Max
Blender
OBS Studio
Microsoft Suite

## WORK EXPERIENCE

| **Gearbox Software** | **Frisco, Texas** |
|---|---|
| Associate Game Designer | Oct 2022 – Present |

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 | Aug 2021 – Sep 2022 |
|---|---|

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

| **Netease Games – Pangu Creator Studio** | **Hangzhou, China** |
|---|---|
| Senior System Designer | Nov 2017 – May 2019 |

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

| Senior System Designer | Mar 2016 – Oct 2017 |
|---|---|

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

| **Frostwolf Games** | **Shanghai, China** |
|---|---|
| System Designer | Sep 2015 – Jan 2016 |

Bright and Dark Awakening | Cocos 2D | RPG
- Designed weapon-enchanting system and rune-refining system
- Re-designed and implemented novice guide

| **Shihua Games** | **Shanghai, China** |
|---|---|
| Associate Designer | Dec 2014 – Aug 2015 |

Quanmin Zhensan | Unity | RPG
- Drafted and implemented inventory system and mail system

## EDUCATION

| **SMU Guildhall | Dallas, TX** | **May 2021** |
|---|---|
| Master of Interactive Technology | Specialized in Level Design | |

| **Fudan University | Shanghai, China** | **July 2011** |
|---|---|
| Bachelor of Philosophy | |