ALLIE ZHAO

xinallie@gmail.com

Rochester, NY

774-432-4526

alliexinzhao.github.io
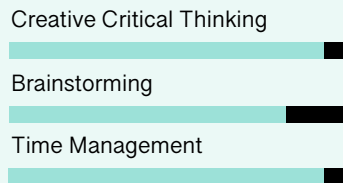
Education

Rochester Institute of Technology - RIT
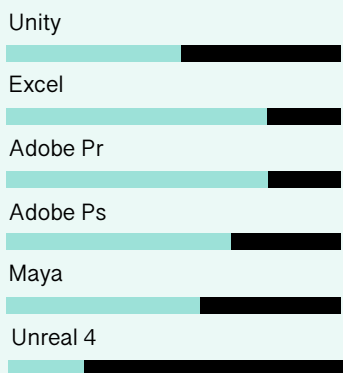
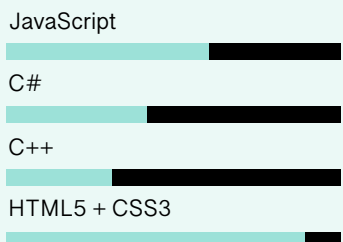B.S. - Game Design and Development

Aug 2018 - Exp. Dec 2022
GPA: 3.8/4

Skills

Creative Critical Thinking

Brainstorming

Time Management

Softwares

Unity

Excel

Adobe Pr

Adobe Ps

Maya

Unreal 4

Languages

JavaScript

C#

C++

HTML5 + CSS3

WHO AM I ?

A cheerful and friendly game designer who had systematically learned game design and development and has a lot of passion towards game design ;3

EXPERIENCES

Game Designer Intern - Bilibili Inc.
Beijing · Jul 2021 - Nov 2021
- Designed levels, maps, and enemies for a mobile action RPG.
- Cooperated closely with the artists, programmers, and outsourcing teams to break down project goals into various job duties and tasks.
- Constructed levels using Unity and Excel, composed and revised game design documents using PowerPoint and Microsoft Word.

Game Designer Intern - RIT
Rochester, NY · May 2020 - Aug 2020
- Designed and made 3D models for the main game characters according to requirements.
- Discussed and planned the game's future direction with the team.

PROJECTS

Ball Animals
Nov 2021 - Present
Game Designer, Production Manager | Unity, Excel, PowerPoint
- Currently developing a 4-player competitive party game remotely with a team consisting of 8 members.
- Directed game design decisions and the art directions of the game by working closely with other artists and designers.

The Show Must Go On
Global Game Jam 2020
Game Designer | Unity, C#
- Responsible for level and system design and art-related content in a team of 8.
- Implemented 4 different attack patterns and a surround-view camera with C#. Constructed levels inside Unity editor.

Web-based Game Projects
Jul 2019 - Aug 2019
Solo Dev | pixiJS ,HTML5, CSS3
- Little Garden - A relaxing web-based simulation game of planting flowers made in 2 weeks.
- 100 Times - A web-based horror puzzle game with multiple endings made in 2 weeks.

LostX
Jun 2017 - Aug 2017
Solo Dev | RPG Maker MV
- Developed an RPG game with content exceeding 5 hours of playtime. With 97 maps, thousands of lines of dialogues, and hundreds of pages of text-based programming.

ACTIVITIES

Game-Related Content Creator
May 2021 - Present
- Started producing game-related videos in 2021, including game walkthroughs, funny videos, and live stream recordings and highlights.
- Created video-game walkthroughs videos by analyzing the actions of the bosses from souls-like games, with an average view of 10k.

Activities
Aug 2020 - Present
- Assisted art major students to brainstorm ideas and evaluate results, identify problems and provide constructive feedback.
- Volunteered to assist and participate in film and photography projects, studies and researches as actors, models and participants.