LEI ZHAO

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WHO I AM

A passionate game **developer** and **designer**, focus on innovations in gameplay, cooperate closely with designers, artists and devs, always glue the team together.

SKILLS

GAME DEVELOPMENT

Unity (C# programming)
Unreal Dev (Blueprint)
Cocos Creator (JS & TS)
Basic Shader Dev (GLSL)
Spine & Dragonbones

GENERAL CODING

App Development (Swift)
Embedded Coding (C)
Node.js, Vue.js, NPM
WebAudio Coding
Cloud FaaS Coding

ASSET CREATION

Narrative Scripting in Ink
2D Level Design (Tiled)
Basic Maya Modeling
Adobe PS & XD & PR
Microsoft Excel

GAME PRODUCTION

Git & Perforce (GUI Tools)
Apple Keynote & Pages
Atlassian Jira & Trello
Scrum & Kanban

LANGUAGE

English: Working Language
Chinese: Native Speaker
Japanese: Basic R/L/S

PROJECTS

Vacuum War (EAE Projects I), Salt Lake City, UT — JAN 2022–Present

Technical Designer & Hardware Engineer

- A VR shooting game with an alternative controller in the shape of vacuum, with Unity.
- Developed the C codes on the ESP32 chips to read RFID UID form the vacuum heads.
- Adapted serial ports functions to the game codes to replace vacuum heads in game.

EAE Courseworks, Salt Lake City, UT — AUG 2021–Present

Technical Designer / Solo Game Developer

- Tele-Rang: Coded in C# for a 2d game in which player teleports through boomerangs.
- Rave-N-Hook: Developed the gameplay in Blueprint that player moves with hook-shot.
- Heist-N-Heat Infinite: Created the UMG UI functions for the game in the final phase.
- Fruit Bar: A match-3 game combines the gyroscope, twist to change fall orientation.
- Stinky-Snake: Developed in Unity. A Snake game variant with gameplay innovation.

Project Haiku, Beijing, China — OCT 2020–DEC 2020 / MAY 2021

Gameplay Programmer & Game Designer

- Experimental interactive music performance, cooperated with musician Clore Cai.
- Created HTML5 game running on the audience's mobile phone for sound creation.
- Designed & Programmed for data synchronization between clients and server.
- First Performance in Beijing 798 Art Zone. Sponsored by Goethe Institute Beijing.

Retrieve, Beijing/Hangzhou, China — JUL 2019–NOV 2019

Gameplay Programmer & Level Designer

- A 2D pixel styled platformer using Unity, with a team of another developer & 4 artists.
- Designed and Programmed 5 Bosses' AI and several normal enemies' AI for the game.
- Led the tiled map creation, then made level design and implemented upon tiled map.

WORK EXPERIENCE

Tantrum Network, Hangzhou, China — DEC 2020–APR 2021

Game Development Intern

- Prototyping and Coding for mobile applet and web games with Cocos Creator.
- Worked for the prototype of a shipped game with characters striking as bouncy balls.
- Built A workflow of directly import UI Assets from Photoshop to Cocos Creator.

EDUCATION

University of Utah — AUG 2021–Present, Graduate on Spring 2023

Master of Entertainment Arts & Engineering, Game Production Track

University of Science and Technology of China (USTC) — 2016–2020

Bachelor of Arts, Major in Communication