

# RYAN LUKE ZHANG - GAME DESIGNER

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## SKILLS

### GAME ENGINES

Unity | Unreal  
Engine 4/5 |  
Gamemaker Studio 2  
| Physical Media

### PROGRAMMING TOOLS

C# | Java |  
Javascript | HTML5  
| CSS

### VISUAL ART /

### GRAPHIC DESIGN

Photoshop |  
Illustrator |  
inDesign | Clip  
Studio Paint

## EDUCATION

### New York University

Game Design BFA

### Intermediate

### Programming for

Games |

### Intermediate Game

Design |

### Art Direction for

Games

## PROJECTS

**Bazaar Bananas** – *Game Designer/Developer* in Unity using Jetbrains Rider and Clip Studio Paint

MARCH 2022

- A procedurally generated trading and inventory management game.
- Implementation and design of a puzzle-like inventory.
- Emphasis on the design of trying to organize irregularly shaped blocks as the main mechanic.

**Antiquitus** – *Game Designer/Graphic Designer/Producer* as a Physical Board Game using inDesign and Photoshop

FEBRUARY 2021 – DECEMBER 2021

- A collection-building Euro board game centered around a system of physically contextual board interactions.
- Designed the gameplay loop of picking up tiles from a board and having a series of reactions on board in response, resulting in a game with many mid to short term considerations.
- As producer, I assisted my team in organizing our overarching schedule for the project.
- Followed up with an uncommunicative teammate and developed a plan of scheduling and in case they did not make their deadlines.
- Designed rulebooks, placards, and placard icons.

**Hollow Cat (Hollow Knight Clone)** – *Game Programmer / Producer* in Unity using JetBrains Rider.

AUGUST 2021

- Developed AI and camera system.
- Large role in tuning the feel of controls to mimic the original.
- In-charge of regularly following up with and discussing adjustments in schedules with teammates through development.

**title.** – *Game Designer/Developer* in Unreal Engine 4

AUGUST-DECEMBER 2021

- A walking simulator that expresses loneliness and nostalgia that comes with change.
- Solo project where I did the level design, block-meshing, and scenarios for a roughly 5-minute play experience.