

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.
- 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.

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.

LEADERSHIP

FTC Robotics Leader – *Club Leader/Programming Lead* in
Kotlin and Android Studio

2018 – 2020 High School

- Taught and organized team members in basic programming concepts and concepts applicable to engaging with hardware such as image recognition and positioning.
- Leadership with improvement in mind, focusing on building up the relatively new club and consistently improving performance between events.