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

R. Coursework
Intermediate Programming for Games | Intermediate Game Design | Art Direction for Games

PROJECTS

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.

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.

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.