Yaqing Zhao

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EDUCATION

Duke University, United States   2024.8-2026.5
M.S. in Game Design, Development and Innovation| GPA 3.85/4.0
University of Maine at Presque Isle, United States   2022.8-2024.6
B.A. in Business Administration (Project Management and Information Science Concentration)
GPA:3.97/4.0 (Summa Cum Laude, Dean's List)
University of Macau, Macau   2010.8-2014.7
B.S. in Civil Engineering

SKILL

Programming Languages: C/C++/C#, Python, SQL
Frameworks/Software: Unreal Engine 5, Unity, FMOD, FL Studio, CAD, Jira, Git, Perforce

WORK EXPERIENCE

Voyagers Studios (Duke University) | Sound Director & Co-Technical Director   2024.9-Present
• Designed and implemented immersive soundscapes, effects, and reinforcement, while composing music (FL Studio) to enhance the gameplay experience.
• Developed adaptive music using AI-driven composition tools
• Integrated audio middleware (FMOD/Wwise) for seamless transitions and layered soundscapes, ensuring an engaging co-op experience.
• Contributed to level design and optimized split-screen co-op mechanics for seamless performance
Oceanic Aquaculture (Startup) Tianjin, China| Partner   2018.7-2024.7
• Implemented digital customer profiling, increasing retention by 20%.
• Optimized production and visitor experience through data analysis, boosting revenue by 15%.
CIVIL Engineering Consultants Co. Limited Macau| Structural Engineer   2015.1-2018.7
• Led structural design and cost estimation for 12 public and commercial projects, including the Hong Kong-Zhuhai-Macao Bridge and a Dinosaur Museum, collaborating with diverse international teams.
• Authored *A Structural Designer's Toolkit* (100 pages), a comprehensive technical manual recognized for its practical guidance and industry insights.

PROJECTS

Interstellar Drive   -Skills**:** Unreal Engine5, C++, FL Studio, FMOD
Composed dynamic music and designed immersive soundscapes; implemented procedural audio systems, level design, and split-screen co-op mechanics.
GridMaster -Skills: Unreal Engine5, FL Studio
Awarded Best Sound Design; composed music, and implemented sound effects; contributed to animation, VFX, and level design.
The Dinner - Skills: Unity, GarageBand
Awarded Best Game; composed music and designed immersive sound; contributed to game play design.

OTHER RELEVANT INFORMATION

Awards:	Best Sound Design Award – 1st Triangle Game Jam	2025.3
	Best Game Award – DPAD x GDDI: Fall 2024 Game Jam	2024.10
Certificates:	Project Management Professional(3A), Project Management Institute	2023
	Professional Scrum Master™ I (PSM I) certificate	2022
Interests:	Proficient in 8 instruments (Piano, Accordion, Drums, Guitar, etc.), Marathon Runner	