Zhang Qichen

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Room 502, No.35 Yisheng Garden, Liangxi District, Wuxi City, Jiangsu Province, P.R.China

Education

Beijing Institute of Technology (Project 985 & 211 University)   2022.09-Present

Major: Bachelor of Engineering in Software Engineering

Main courses: *Linear Algebra, Software Architecture and Design Patterns, Web Application Development, Algorithmic Game Theory, Digital Art Design, Game Design and Development*

Professional Experiences

Intern, Maple Leaf Studio   2023.04-Present

- Collaborated with the Leap Studio on the development of *Realm of Ink*, a Roguelite game
- Responsible for scriptwriting, working closely with teammates
- Launched the game on the Steam platform, which featured chivalry plots and landscape painting style
- Investigated game publishers and studios, introducing our work and value to guests

Programme Experiences

Designer, *Forbidden City Sega* Game Design   2025.06-2025.08

- Responsible for the design of levels, maps and world-building of a digital sandbox game
- Considered cinematic effects and playable experience, and wrote scripts for multi-branching storyline
- Engaged in the development of dialogue and mission systems
- Communicated the requirements and feedback between different personnel

Participant, Field Trips to Science and Technology Enterprises   2023.05-2024.08

- Researched the game products of Baidu and Perfect World Co., Ltd through on-site investigations
- Engaged in face-to-face networking sessions and mock interviews with professionals
- Observed the pipeline and gained hands-on experience with motion capture technology

Member, Moyu Game Club   2022.09-2024.08

- Participated in a 48-hour on-campus Game Jam in winter 2022, delivering a game demo
- Attended weekly seminars to grasp Unity, Aseprite and pixel design
- Studied Ubisoft's professional framework, and consulted literature including *The Art of Game Design*

Leader, The International Genetically Engineered Machine (iGEM) Competition   2023.03-2023.04

- Demonstrated the use of gene-editing technology in creating microorganisms through an RPG game
- Designed game levels and core gameplay based on Unity, and contributed to narratives
- Led game artists and developers in creating a game demo

Honors & Awards

Showcased design work at iGEM Competition Exhibition   2023.04
Moyu Game Club Game Design Competition, Second Prize   2023.03

Language & Skills

Chinese: Native speaker; **English:** Fluent
Software: Photoshop, Unity, Visual Studio, VS Code, Pycharm, Eclipse, Rider, Aseprite, Github
Programming languages: C, C++, C#, JAVA, Python, SQL