Yan Zhu

Seven years of experience as a Video Game Lead Writer & Narrative Designer specializing in crafting immersive game worlds and coordinating diverse teams of game designers, artists, and software developers.

1533 3rd Ave,
San Francisco, CA 94606
(510) 691-7488
floraryz@gmail.com

EXPERIENCE

Shanghai Mango Technology Co., Shanghai — *Lead Writer & Narrative Designer*

The company develops mobile games app

2015 -2017

- Defined the game genre, theme, and target audience.
- Created storylines, characters, and immersive fiction worlds.
- Collaborated with diverse teams ensuring seamless integration and successful project delivery.

Flames Of War Interactive Games, Shanghai— *Video Game Lead Writer*

The company develops mobile games app

2013 - 2015

- Developed the game genre, them, and storylines.
- Created documents for seamless implementation of game features.
- Optimized the literature part of the game according to the feedback from customer

Majestic Electronics(Division of Wing Teac),Shanghai — *Video Game Lead Writer*

The company develops mobile games app

2011 - 2013

- Developed the game genre, them, and storylines.
- Created documents for seamless implementation of game features.
- Optimized the literature part of the game according to the feedback from customer
- Increased customer retention by 23% by incorporating player feedback into updated game storyline

SKILLS

React

Node.js

Express

Mongo.DB

Python

Django

Game Design

PROJECTS

Pocket knight 2
▶ Pocket Knights 2 An...

EDUCATION

Xi'an International Studies University , Xi'an,China —
Bachelor's degree in major of literature of theater, film &
television

2007 - 2011

Completed all the courses stipulated in 4 years and got the award
of bachelor of fine arts.

Kickstart Coding Camp , Oakland,CA,USA — Kickstart
coding Web Developer Certification

2022 - 2023

Finished the classes of back-end and front-end.

Laney College , Oakland,CA,USA — Computer science in
Java

2022 - present