

# Zou Muiyang

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## EDUCATION

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### Shanghaitech University

*Bachelor of Computer Science*

Shanghai, China

*Sept. 2016 – Jul. 2020*

## EXPERIENCE

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### Experimental Animation Teaching Assistant

Mar. 2019 – Jul. 2019

*SCA in Shanghaitech*

- Assisted in Experimental Animation course

### Game Level Designer Intern

Jul. 2018 – Sept. 2018

*Hyron Software, Shanghai*

- Contributed 5 demo levels to project 'Little Fist Combat'

### Technical Artist Intern

Jul. 2019 – Sept. 2019

*NetEase Corp, Hangzhou*

- Developed two interactive prototypes for pre-research projects
- Implemented a Cocos Studio plug-in to handle animation batch importing

### User Interface Technical Artist

Jul. 2020 – Present

*NetEase Corp, Shanghai*

- Developed several visual effect shaders for projects in the market
- Implemented scripts to fix problems in current game production pipeline

## PROJECTS

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### Inkun

- Developed a Chinese ink painting style mini game in a gamejam
- Designed background stories and levels
- Implemented interactive logic

### Drug

- Developed a real-time strategy mini game in a gamejam
- Implemented visual effects in the game

### Illusion

- Developed a sketch style mini game

### Hologram Minimap

- Produced a third-person shooting game demo with the hologram minimap effect in 'Tom Clancy's The Division'
- Implemented the hologram materials and navigation function

## TECHNICAL SKILLS

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**Languages:** Python, C/C++, C, MATLAB, HTML/CSS/Javascript

**Game Engines:** Unity, Unreal Engine

**Designing Tools:** Photoshop, Illustrator, After Effect, 3dMax, Maya, Blender, Substance Painter&Designer, Houdini