

# Zou Muyang

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## EDUCATION

### Shanghaitech University

*Bachelor of Computer Science, GPA:3.03*

Shanghai, China

*Sept. 2016 – Jul. 2020*

## COMPETITION AWARD

### Accenture Global Connected Digital Hackathon

*Champion of China division*

Shanghai, China

*Nov. 2017*

### 2018 NetEase College Mini Game Competetion

*First Prize*

Hangzhou, China

*Aug. 2018*

### 2018 Mushroom Brainstorm Contest

*First Prize*

Suzhou, China

*Nov. 2018*

## EMPLOYMENT

### Experimental Animation Teaching Assistant

*SCA in Shanghaitech*

- Assisted in Experimental Animation course

Mar. 2019 – Jul.2019

### Game Level Designer Intern

*Hyron Software, Shanghai*

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

Jul. 2018 – Sept.2018

### Technical Artist Intern

*NetEase Corp, Hangzhou*

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

Jul. 2019 – Sept.2019

### User Interface Technical Artist

*NetEase Corp, Shanghai*

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

Jul. 2020 – Present

## PROJECTS

### Inkun

*Produced by Ang Cheng, Jiayu He, Chengyu Huang, Wenji Liu, and Muyang Zou.*

- Developed a Chinese ink painting style mini game in NetEase gamejam

#### My contributions:

- Designed background stories and levels
- Implemented interactive logic

Jul. 2018

*Shanghai, China*

### Drug

*Produced by Ang Cheng, Jiayu He, Chengyu Huang, Wenji Liu, and Muyang Zou.*

- Developed a real-time strategy mini game in NetEase gamejam

#### My contributions:

- Implemented visual effects in the game

Aug.. 2018

*Hangzhou, China*

### Illusion

*Produced by Jiayu He and Muyang Zou.*

- Developed a sketch style mini game

#### My contributions:

- designed the levels, balanced the sound effects and motions

Jan. 2020

*Shanghai, China*

### Hologram Minimap

*Produced by Yifan Gong, Hengshi Kang, Jiana Li, Yinyu Zhang, AND Muyang Zou.*

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

#### My contributions:

- Implemented the hologram materials and navigation function

Sept. 2020

*Shanghai, China*

## 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

## LANGUAGE SKILLS

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**English:**CET-6:432 ;TOFEL exam to take in Novemver.