Zou Muyang

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EDUCATION

Shanghaitech University	Shanghai, China
Bachelor of Computer Science, GPA:3.03	*Sept. 2016 – Jul. 2020*

COMPETITION AWARD

Accenture Global Connected Digital Hackathon	Shanghai, China
Champion of China division	*Nov. 2017*
2018 NetEase College Mini Game Competetion	Hangzhou, China
First Prize	*Aug. 2018*
2018 Mushroom Brainstorm Contest	Suzhou, China
First Prize	*Nov. 2018*

EMPLOYMENT

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

Inkun	Jul. 2018
Produced by Ang Cheng, Jiayu He, Chengyu Huang, Wenji Liu, and Muyang Zou.	Shanghai, China

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

Drug	Aug.. 2018
Produced by Ang Cheng, Jiayu He, Chengyu Huang, Wenji Liu, and Muyang Zou.	Hangzhou, China

- Developed a real-time strategy mini game in NetEase gamejam
  My contributions:
- Implemented visual effects in the game

Illusion	Jan. 2020
Produced by Jiayu He and Muyang Zou.	Shanghai, China

- Developed a sketch style mini game
  My contributions:
- designed the levels, balanced the sound effects and motions

Hologram Minimap	Sept. 2020
Produced by Yifan Gong, Hengshi Kang, Jiana Li, Yinyu Zhang, AND Muyang Zou.	Shanghai, China

- 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

Technical Skills

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

English:CET-6:432 ;TOEFL 82