Yeyang Zhou

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Education

**Bachelor's Degree in Engineering**: Electrical Engineering Expected in 06/2024

**University of California - Davis** - Davis, CA

**High School Diploma** 06/2019

**Guangdong Experiment School** - Guangzhou, China

Experience

**Game Market Research Analyst Intern** 06/2021 to 09/2022

**NASDAQ: NTES** – Guangzhou, China

* Efficiently communicated with game designers to determine planed game types, reference values and game vision
* Distributed nondisclosure agreement and scheduled interview appointments with North American fist-personal and third-personal shooting players
* Chaired 6 meetings in early hours of morning and interviewed 19 North American players via Zoom to get valuable game player preference data
* Analyzed and consolidated data from interviews to generate logical reports that can be easily reviewed by project managers and game designers

**Unity3D Developer Intern** 09/2021 to 02/2022

**NetEase Games** – Guangzhou, China

* Wrote 200 lines of well-tested code per day for background of Search & Destroy mode of the first-person shooting game in development
* Discussed with character modeler to modified background parameters to better fit game characters into background
* Wrote weekly work reports using concise but efficient sentences for team

Skills

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| * Understanding Data Structures and Algorithms of Computer science * Programming Languages: C, Python, C++, Unity | * Verbal and Written Communication * Ability to debug and read other person's code |