

# Zhitao Zhao

Gameplay Engineer



801-897-0606



torlyers.0112@gmail.com



zhitao.info

## Education

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### Master Games Studio, University of Utah

Master of Entertainment Arts and Engineering

Salt Lake City, UTH

May. 2019

### Digital Media Technology, College of Computer Science, Zhejiang University

Bachelor of Engineering

Hangzhou, China

Jun. 2017

## Skill

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|-----------------|------------|---------------|-------------------|
| • C++           | • SQL      | • Android     | • Linear Algebra  |
| • C#            | • Unity    | • Photoshop   | • Statistics      |
| • Python        | • Unreal   | • Maya        | • Geometry        |
| • Web front-end | • Graphics | • Photography | • Problem Solving |

## Experience

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### *Journey to the West: Super Power* – TPS online mobile game, Unity

Feb. 2016 - Aug. 2016

Netease, Inc. - 2nd Largest Game Company in China

#### Producer & Level Designer Intern

- Independently designed and built three original levels in a mobile TPS game, the main project of the studio.
- Designed and created several monsters by calculating their values, developing AI, and designing their skills.
- Designed character animations such as QTE animations and particle effects to improve the visual performance
- Collaborated with programmers to produce game functions such as the item system.
- Cooperated with artists to produce art assets and deployed them, making the game has the best performance.

### *Cube* - 3D platform game, Unity

May. 2016 - Jun. 2016

#### Programmer & Producer & Level Designer

- Built the game framework in Unity including player, level and UI manager. Implemented gameplay logic.
- Designed and built the hardware controller by Arduino and wooden shell. Used sensors to Implemented interactions
- Designed a level representing the emotion "fear". Implemented pazzles to increase the enjoyment.
- Wrote shader and built some particle effects to optimize the level's visual performance.

### *Dead Diary* - 2D LBS mobile game

Mar. 2017 - May. 2017

#### Programmer & Artist & Level Designer

- Used Baidu Map SDK to implement the map function and the location function.
- Used MVC framework to build the game structure. Designed LBS gameplay and implemented the game logic.
- Designed and Drew 2D art resources including map stylization, game UI and icons.
- Designed the story background, items and, monsters. Implemented and deployed them into the game.

### *VR Clothing Store* - VR interaction, Unity

Oct. 2017

#### Programmer

- Developed clothes changing function for a Chanese cloth company to join an exhibition.
- Implemented interactions by using HTC Vive including eyes focusing and controller raycasting.
- Used baked lighting and post-processing to improve the graphic performance of each scene.

### *Monster Mania 3D* - competitive racing game, Unreal

Nov. 2017 - Dec. 2017

#### Programmer

- Implemented local multiplayer gameplay and physics that happens in a sphere environment.
- Developing level management and player management to implement level and player selection function.
- Deploying server to implement online multiplayer function.