

YIN Zi Han

China Shanghai

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Working Languages: Chinese/English

Educational Background

King's College London - London, United Kingdom	09/2020 - 12/2021
Cultural, Media & Creative Industries School	Master of Arts
Arts and Cultural Management	
University of Liverpool - Liverpool, United Kingdom	09/2018 - 07/2020
School of Economics and Management	Bachelor of Science
Economics	

Gaming-related Experience

GameJam

- Participate in GameJam to design and create games based on the theme, mainly responsible for gameplay design
- Creating game flow and player logic flowcharts; participating in numerical design and balance adjustment; integrating assets for configuration/building within the engine; writing code for some parts; drawing level scenes

Mod/Demo Production

- Participated in the production of mods for multiple gaming communities, creating game item models using DCC software, and designing and producing functional mods using community-derived mod software
- Learned C# and Blueprints, and created game demos using Unity/UE5

Game Analysis

- Analyzed several F2P games' system designs and operational data to discern the independent system settings and activity scheduling

Other Experiences

Tate Modern Art Gallery	01/2021 – 06/2021
	London, United Kingdom
<ul style="list-style-type: none">- Conducted audience research for exhibitions/events, collaborating across departments to develop content that attracts diverse audiences- Collected and analyzed audience feedback and platform data to optimize future event strategies- Assisted in project management to track progress of internal and external team tasks, optimizing management methods to ensure timely project delivery- Researched immersive experiences, gathering insights from audiences and internal members and integrating them into critical articles- Assisted the team in promoting materials related to exhibition plans, such as posters, PVs, and brochures	

Suzhou Onemore-Class Network Technology Co., Ltd.

12/2016 – 07/2020

[Project Website: <https://www.om-class.com>]

Suzhou, China

- Designed mini-program games based on product characteristics to increase product awareness and daily active users
- Responsible for user data analysis and automated data management using Excel VBA
- Managed teams using appropriate frameworks and tools to ensure timely product delivery

Personal Skills

- Languages: English, Korean (Topik2), Python, HTML/CSS
- Software:
 - Office: Proficient in Excel VBA for code writing and data automation
 - Visio/Figma: Fluent in flowchart/prototype design
 - Unity: Familiar with architecture, asset configuration, and building, with a certain foundation in coding
 - UE5: Familiar with basic architecture, with a certain foundation in Blueprints
 - Photoshop: Fluent in image processing and designing various forms of materials
 - Blender: Fluent in modeling/materials/animation, familiar with geometric nodes
 - Live2D: Understands architecture, capable of model layout/parameter binding/physical effects, and animations
- Professional Scrum Master Certification: PSM I & II