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Yu Zhou

Starting the college with major in Interactive Media, major in Motion Picture and minor in Game Design, I learned plentiful skills and experienced advance of different technology. Eventually, I made up my mind to pursue a career as game designer.

Game Design

Interactive Design

Motion Picture

Besides from the basic design principal, I have been exposed to and learned different editors to help with the designing process. With these editors, I can quickly test out storylines, levels, and prototypes.

My key focus in Interactive Media is User experience and Web design. These skills helped me set up my personal website and offered me different insights on users/players` mind.

From my additional major, I took chances mastering editing with different software. I learned not only the software but also practiced controlling the pace of story, the composition of frame, and leading audience`s sight.

Bachelor of Science in Interactive Media, Motion Picture

University of Miami
2020-2024

Creativity

Leadership

Problem Solving