Qianqian Zhu
Female | 24 years old | Game Developer | MSc in Computing with Digital Media
Phone: +86 18700090798 | +44 75330692776 | +Email: zhuqianqian2024@163.com
Personal Website (Portfolio): website-cv-3gggfeto0273b19e-1329491750.tcloudbaseapp.com
Github: https://zhuqianqian0115.github.io/personal-website-CV/blog.html

As a game developer capable of independently developing complete games, I am proficient in every step of the game development process, with experience in independently completing all tasks from planning to promotion.
I possess multiple skills including game design, illustration, 3D modeling, UI design, Unity, C#, Java, HTML5 and CSS, 2D/3D animation, motion capture, AI model training, directing, and post-production. I am also proficient with most related software in these fields.

EDUCATION

University of Sussex   **September 2023 - January 2024**
MSc | Computing with Digital Media
   Major: Game Development | Minor: Network Media Directing | Key Courses: Game Development, 3D Modeling and Animation, Mobile 3D Applications, User Experience Design

Weinan Normal University (WNU)   **September 2021 - July 2023**
BSc | Digital Media Technology
   Key Courses: C Programming, Data Structures, Operating Systems, Frontend Development, Web Backend

PROJECT EXPERIENCE

Video Game - Dear Decade-old Me   **April 2024 - August 2024**
Independent Development|Fully English Process|Third-Person 3D Narrative Game|Featured at the 2024 UK Develop Game Expo
- The game explores issues of school bullying and the social status of women, integrating cyclic narratives and multiple endings, focusing on emotional depth and social topics.
- Technical Highlights: Implementing time passing and cyclical effects via Unity | Interactive NPCs and items | Inventory system and item collection | Unlockable CG scenes triggered by specific story points | Different player choices lead to different game progress and endings.
- Responsible for all aspects from mechanics and story planning, illustration, 3D modeling, UI design, game development, user testing, to game promotion.

Video Game - Escape Game   **October 2023 - January 2024**
Independent Development| Fully English Process| Third-Person 3D Puzzle Horror Game
- A tense and thrilling puzzle horror game featuring complex map exploration and item interaction mechanisms.
- Designed suspenseful atmosphere through sound effects and lighting design. Players unlock the main storyline through puzzles and interactions.
- Key Technologies: C# programming to implement interactive logic, Unity engine for game construction and development.

Concept App DreamMagine   **October 2023 - December 2023**
Deputy Planner & Assistant Director|Mobile App and Promotion|Fully English Process|Dream Recording and Reproduction
- Responsible for project planning, app functionality and user experience design, UI interface creation, concept video shooting and post-production, and multi-platform promotion.
- Technical Skills: Software development, UI design, concept video shooting, and post-production.

Esports Live Show "G4U"   **February 2024 - May 2024**
Chief Planner & Director| Esports Live Show| Fully English Process
- Oversaw the entire process from planning to execution, responsible for script writing, team management, material shooting, stage design, camera setups, and backstage commands during live events.
- Successfully resolved team cooperation challenges in a project with a diverse team, enhancing team collaboration and leadership skills.

INTERNSHIP EXPERIENCE

Xinjiang Guanghui Industry Investment Group Co., Ltd.(Fortune 500)|IT Department   **July 2022 - September 2022**
Digital Media Project Executive | Urumqi, China
- Responsible for upgrading and maintaining the company's website frontend using Dreamweaver and Photoshop to optimize page design.
- Produced company culture and promotional posters, assisted in the backend development of the management system.

Xinjiang Art Museum(Provincial Museum)|Exhibition Design Department   **June 2022 - July 2022**
Exhibition Planning Designer | Urumqi, China
- Designed the overall style and layout of the exhibition, assisted in the installation of the 'Love Xinjiang' oil painting exhibition.