

Qianqian Zhu

Female | 24 years old | Game Developer | MSc in Computing with Digital Media

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Personal Website (Portfolio): [website-cv-3gggfeto0273b19e-1329491750.tcloudbaseapp.com](https://zhuqianqian0115.github.io/personal-website-CV/blog.html)

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 2025

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.