

XUANMING ZHOU

GAME DESIGNER / PRODUCER

PROFILE

Game designer with more than 10 years of experience in all aspects of commercial game development. I led teams in creating multiple award-winning casual games for console, desktop and mobile.

I teach game design at several tertiary institutions. I enjoy sharing knowledge and mentoring young developers towards a fulfilling career in game development.

I have extensive experience in leading game development teams, conceptualizing and pitching innovative game concepts, illustration and scripting/programming interactive games.



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EXPERIENCE (GAME DESIGN)

SENIOR GAME DESIGNER

LANDSHARK GAMES, SINGAPORE | 2017 - PRESENT

- Working on an unannounced narrative role-playing game on mobile.
- Collaborating with team of 7, including artists, programmers and UX designers to conceptualize, design and produce a genre-defining narrative experience on mobile.
- Led game design processes. Responsible for spearheading and iterating upon game mechanics, user interface design and user flow.
- Technical game design. In charge of the organization of game data, script for exporting data, and game balancing.
- Scripting of narrative and gameplay sequences in Ink and C#.

PRODUCER / LEAD GAME DESIGNER

BOOMZAP ENTERTAINMENT, SINGAPORE | 2007 - 2014

- Developed a total of 12 multi-platform games for publishers including Big Fish Games, Majesco Entertainment and 505 Games.
- Games released on platforms such as Nintendo Wii, PC, Mac, Android and iOS.
- Led teams of 7-10 people as a producer. Organized schedules around deadlines, tracked progress in departments of art, programming and design, and served as external liaison for the team when dealing with publishers.
- Designed and wrote award-winning interactive narrative experiences. Led design discussions, mentored junior designers, scripted narrative sequences using Lua, and designed logical puzzles used in hidden object games.
- Awakening: The Goblin Kingdom won JayIsGames' best hidden objects game in 2011.

EDUCATION

MA, COMMUNICATIONS AND NEW MEDIA
National University of Singapore
2009 - 2012

BFA, INTERACTIVE MEDIA
Nanyang Technological University
2006 - 2009

KEY SKILLS

Game Design
Game Production
Game Scripting
Game Writing
Project Management
Illustration

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EXPERIENCE (TEACHING)

GAME DIRECTOR

SUTD GAME LAB, SINGAPORE | 2015 - 2018

- Developed a total of 13 prototypes over 3 years on desktop and mobile platforms.
- Directed 20-30 interns (in teams of 6-8) in completing playable game prototypes over the course of an intense 3-month summer internship.
- Instructed interns in project management, playtesting, level design, game design theory and iterative game development.
- The games can be found at <https://gamelab.sutd.edu.sg/our-games>

ADJUNCT FACULTY, GAME DESIGN

NANYANG TECHNOLOGICAL UNIVERSITY, SINGAPORE | 2013 - PRESENT

- Developed 2 game design undergraduate courses for the Interactive Media degree.
- Instructed undergraduate classes of 10-15 students in topics such as iterative game design, programming, narrative structure, visual composition, and semiotics.
- Advised final year students in their graduating game projects. Notable examples include [Lynn](#) and [The Benefactor](#).

ADJUNCT FACULTY, GAME DESIGN

SINGAPORE POLYTECHNIC, SINGAPORE | 2011 - PRESENT

- Instructed classes of 20-30 polytechnic students (17-21 years old).
- Taught them topics like iterative game design, project management, narrative structure, game design theory and presentation skills.
- The students go through a 3-year long diploma course, that ends in the creation of a playable game prototype created in Unity 3D in teams of 7-8 students.
- A collection of games produced by the 2018 graduates can be found [here](#).

EXPERIENCE (OTHERS)

- Adjunct Faculty, Game Design. National University of Singapore, Singapore.
- Illustrator and Founder. Xmashed Gear, Singapore.
- Game Design Intern. Singapore-MIT Gambit Game Labs, Cambridge, Massachusetts.

LANGUAGES

ENGLISH: Advanced

CHINESE: Advanced

COMPUTER SKILLS

MS Office

MS Visual Studio

Unity3D

Unreal 4

Twine

Adobe Photoshop

C#/Lua/Java/Javascript/Python

WEB LINKS

Independent Experimental Games
gamejolt.com/@AliasBlack/games

SUTD Game Lab Games
gamelab.sutd.edu.sg/our-games

Singapore Polytechnic Grad Projects 2018
youtu.be/E8Mh1gHH6RQ