Qingzhi You

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EDUCATION

University of Southern California   Aug 2023 - May 2025
MS of Computer Science(Game Development), USC Game and Viterbi School of Engineering   Los Angeles, CA
Relevant Coursework: 3D Graphics and Rendering, Game Design Workshop, Game Engine Development, Interactive Design and Production, Experiments in Interactivity I, Game Storytelling and Character Development, and Sound Design

Georgia Institute of Technology   Aug 2020 - May 2023
BS in Computer Science (Intelligence&Media) College of Computing   Atlanta, GA
Relevant Coursework: Procedural Content Generation, Computer Algorithm, Computer Animation, Computer Graphics, Machine Learning, and Artificial Intelligence

PROFESSIONAL EXPERIENCE

Amazing Seasun Games   Jun 2024 - Aug 2024
Game Developer Intern   Zhuhai, China
- Collaborated with the Fusion team to develop **Procedural Content Generation (PCG)** functionality in Unreal Engine 5, streamlining workflows for level designers
- Conducted in-depth research on PCG implementation, studying resources such as the "Deep Dive into the Electric Dreams Project | Inside Unreal" talk and the "Level Design Summit: Urban Planning in Games" from GDC 2024. Gained a comprehensive understanding of Epic's PCG tool development logic and level designers' modular segmentation strategies
- Created an environment generation tool in UE5 using the **Spline system** and **Blueprint**, featuring two modes: one for auto-generating objects based on size and another for manual placement with optional randomization
- Implemented a PCG rule to prevent environment-road intersections by updating the valid line segments on the Environment Spline and regenerating the environment when intersections occurred

PROJECTS EXPERIENCE

PL-23   Apr 2025 - Present
Gameplay Engineer(UI)
- PL23 is an AI-powered post-cyberpunk text-based adventure mystery Indie game. By integrating AI dialogue into suspenseful mystery narratives, AI will be an essential element of the suspenseful story.
- Implement and optimize the UI system throughout the entire game, including the information panel, info button drag functionality, audio/text dialogue panel, NPC/Player live2D, and other relevant components.

Potion Problems   Aug 2024 - May 2025
User Experience Researcher
- Potion Problems is a 2D online multiplayer social deduction party game from the USC MFA/AGP program. Its overall style is lighthearted and humorous, inspired by games like Among Us, Club Penguin, Wizard 101, and various social deduction board games.
- Take charge of developing the RITE test plan, conducting weekly usability testing, analyzing test results, identifying user experience issues, and updating the RITE task list.
- Work closely with the design, quality assurance (QA), and engineering teams to improve the overall player experience.

The Glitch Witch   Jan 2024 - May 2024
Gameplay Engineer
- "The Glitch Witch" is an Advanced Games Project (AGP) at USC Games, inspired by games like Stardew Valley and wire circuit puzzle games, developed using Unreal Engine 5 by a team of over 30 members
- Contributed to various aspects of the project, including setting up background music, configuring the settings menu, creating the game start cutscene, providing ideas for the tutorial, and implementing the control tutorial

Knight and Princess   Jan 2024 - May 2024
Game Developer
- Collaborated with a partner during a game production course to develop a two-player 3D puzzle-solving RPG in Unity
- Gained experience in the full game development process, including ideation, pre-production, production, and post-production
- Implemented character control and combat systems using Unity's event system, ensuring proper synchronization across the network and accurate player and enemy status updates
- Resolved a loophole in the enemy generation system by adding unique IDs to each enemy spawn point and generation trigger

Fan Experience (Vertically Integrated Project)   Jan 2022 - May 2023
Software Development Engineer/Team Lead
- Participated in a Junior Design's Vertical Integrated Project, focusing on the Fan Experience sub-team within The Future Esports Experience team
- Leveraged Unity to create an innovative **scannable AR/VR cards** demo showcasing Esports content, including highlights, training videos, plot summaries, and statistics
- Pioneered the integration of **Geolocation updates** upon card scanning, enhancing user engagement and paving the way for future application scenarios, including exhibitions
- Orchestrated productive meetings with esteemed partner organizations such as **Hi-Rez Studios, Ghost Gaming, and Blue Mammoth**. Championed a collaboration with Blue Mammoth to design exclusive AR cards for their fan base during my final semester

SKILLS

- **Programming Languages:** C#, Python, C++, Java
- **Tech Skills:** Unity, Unreal Engine, Perforce, Git, NumPy, MySQL