

# Suyi Diao

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Website: <https://agame.carbonmade.com/>

**OBJECTIVE** To utilize my experience to obtain an internship as a game designer

**EDUCATION** **Vanderbilt University**, Nashville, TN 2018 May  
Bachelor of Engineering, Computer Science & Studio Art  
Current GPA: 3.8/4.0

**RELEVANT INTERNSHIP** **Game Design Intern**, Netease Game, Hangzhou 2016 May - July

- Designed and wrote the history of the new map for a mobile MMOFPS *Eternal Frontier*.
- Designed, wrote and implemented the new storylines on the map.
- Created and implemented 2 new types of quest in the story lines.
- Wrote and designed an original 100-chain quest line for training purpose and went through 3 times of iteration for perfection and changes.
- *Eternal Frontier* website: [yhbj.163.com/](http://yhbj.163.com/)

**Game System Design Intern**, Baitianinfo Ltd, Guanzhou 2015 May – Aug

- Designed gaming systems for the first mobile game Baitian made, *Sanguo*.
- Worked with and coordinated among teammates in a team of 15, accumulated experiences in:
  - Writing formal and systematic game design documents for gaming systems as well as game mechanics
  - Using Axure RP to quickly prototype gaming system
  - Learned to express idea clearly to both programmers and graphic designer and coordinate them with each other to realize designer's idea
  - Improve target functions quickly through prototyping
- *Sanguo* website: <http://www.172tt.com/jszb/>

**GAME PROJECTS** **Indie PC Game Development, *Weakling*** 2016 Oct - now

- Designing and building a 2-D platform stealth game named *Weakling* on myself
- Built whole game up on the idea of dynamicity, design document shown here: <https://github.com/diaosuyidsy/Weaklings/tree/master/Design>

**Indie Mobile Games Design** 2012 - 2014

- Designed, built and launched an IOS game called Alpaca Village as a designer
- Lead and executed an end-to-end game making process and accumulated experiences in:
  - Facilitating extensive brainstorming to come up with multiple game ideas
  - Quickly developing prototypes and figuring out how to fix and improve on it
  - Designing the game data and changing it repeatedly while testing the balance of the game
  - Testing bugs on both programming level and on design level

## SKILLS

- **PROGRAMMING EXPERIENCE:** Unity/C#, Java, C/C++, Android, SQL, Matlab
- **GRAPHIC DESIGN EXPERIENCE:** Photoshop, Sai
- **PROTOTYPING EXPERIENCE:** Axure RP, Excel, Behavior Tree