

Suyi Diao

2301 Vanderbilt University, PMB 352663, Nashville TN 37235; (615)-243-8259; suyi.diao@vanderbilt.edu

Website: <https://diaosuyidsy.github.io/>

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/

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