

Suyi Diao

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

EDUCATION

Vanderbilt University	Bachelor of Engineering, Computer Science Minor: Studio Art GPA: 3.801/4.0	Aug 2014 – May 2018
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INTERNSHIP

Netease Game, Inc. – Game Designer; Hangzhou, China	May – July 2016
<ul style="list-style-type: none">Designed and wrote the history of the new map for a mobile MMOFPS <i>Eternal Frontier</i>.Designed, wrote and implemented the new storylines on the new map.Created and implemented 2 new types of quest in the story lines.Wrote and designed an original 100-chain quest line and went through 3 times of iteration for perfection and changes.Created multiple new AI behaviors for quest lines and boss fight<i>Eternal Frontier</i> website: yhbj.163.com	
Baitianinfo, Ltd. – Game System Designer; Guangzhou, China	May – Aug 2015
<ul style="list-style-type: none">Designed gaming systems for the first mobile game Baitian made, <i>Sanguo</i>.Worked with and coordinated among teammates in a team of 15, accumulated experiences in:<ul style="list-style-type: none">Writing formal and systematic game design documents for gaming systems as well as game mechanicsUsing Axure RP to quickly prototype gaming systemLearned to express idea clearly to both programmers and graphic designer and coordinate them with each other to realize designer's ideaImprove target functions quickly through prototyping<i>Sanguo</i> website: http://www.172tt.com/jszb/	

GAME PROJECTS (Portfolio <https://diaosuyidsy.github.io/>)

Medieval Cyprus – Team, Digital VR Game	Sep 2017 – Current
<ul style="list-style-type: none">Position: Lead Game Designer, ProgrammerAn experimental VR game discussing the influence of culture to storytelling around 1200, Cyprus. Based on the story of Silence in 1001 Nights.	
Merger – Solo, Digital Game	May – July 2017
<ul style="list-style-type: none">An experimental tower defense game featuring the relationship between quantity and quality.	
Passage – Solo, Digital Game	Feb – Apr 2017
<ul style="list-style-type: none">A puzzle game based on the inspiration of life path collision.	
Overflow – Solo, Mobile Game	Dec 2016
<ul style="list-style-type: none">A mobile game discussing the relationship of versatility and profession.	
Slide.io – Solo, Online Mobile Game	Oct 2016 – Now
<ul style="list-style-type: none">On-going online mobile game featuring diverse character choice in a racing .io game.	
Duot – Solo, Mobile Game	Jan 2016 – Apr 2016
<ul style="list-style-type: none">A game about two avatars supporting each other to survive in a cruel world	
Cannon Splash – Solo, Mobile Game	Feb 2015 – May 2015
<ul style="list-style-type: none">A puzzle game featuring mechanics and mimicking commercial games systems.	
Alpaca Village – Team, Mobile Game	Summer 2013
<ul style="list-style-type: none">Position: Game Designer, Level Designer, QAA game all about happiness and joy	

SKILLS

- PROGRAMMING EXPERIENCE:** Unity/C#, Java, C/C++, Python, Cocos-2dx, Android, SQL, MATLAB
- GRAPHIC DESIGN EXPERIENCE:** Adobe Photoshop, Illustrator, Premiere Pro, Sai,
- PROTOTYPING EXPERIENCE:** Axure RP, Excel, Behavior Tree