刁苏毅

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作品集: https://diaosuyidsy.github.io/

教育背景

**Vanderbilt University** Bachelor of Engineering, Computer Science 2014.08 – 2018.05

Minor: Studio Art

GPA: 3.801/4.0

**INTERNSHIP**

**Netease Game, Inc. –** Game Designer; Hangzhou, China May – July 2016

* Designed and wrote the history of the new map for a mobile MMOFPS *Eternal Frontier*.
* 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

**Baitianinfo, Ltd. –** Game System Designer; Guangzhou, China May – Aug 2015

* 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

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

***Medieval Cyprus* –** Team, Digital VR Game Sep 2017 – Current

* Position: Lead Game Designer, Programmer
* An 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

* An experimental tower defense game featuring the relationship between quantity and quality.

***Passage* –** Solo, Digital Game Feb – Apr 2017

* A puzzle game based on the inspiration of life path collision.

***Overflow* –** Solo, Mobile Game Dec 2016

* A mobile game discussing the relationship of versatility and profession.

***Slide.io* –** Solo, Online Mobile Game Oct 2016 – Now

* On-going online mobile game featuring diverse character choice in a racing .io game.

***Duot* –** Solo, Mobile Game Jan 2016 – Apr 2016

* A game about two avatars supporting each other to survive in a cruel world

***Cannon Splash* –** Solo, Mobile Game Feb 2015 – May 2015

* A puzzle game featuring mechanics and mimicking commercial games systems.

***Alpaca Village* –** Team, Mobile Game Summer 2013

* Position: Game Designer, Level Designer, QA
* A 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