Suyi Diao

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

EDUCATION

Vanderbilt University	Bachelor of Engineering, Computer Science	Aug 2014 – May 2018
	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
- *Eternal Frontier* website: yhbj.163.com

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
- *Sanguo* website: http://www.172tt.com/jszb/

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 strength of two individuals combined.

Passage – Solo, Digital Game   Feb – Apr 2017
- A puzzle game based on the inspiration of traffic light.

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, Programmer
- 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