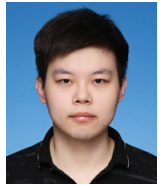


Zhou Chaowei

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Jiangsu Wuxi
github.com/fucangyun/personal
Game Designer



EDUCATION

Shanghai University 211

Game Design

Sep 2022 - Aug 2023

Shanghai

Hunan University 985

Automation Bachelor

Sep 2018 - Jun 2022

Hunan Changsha

MISCELLANEOUS

- **Skills:** Office, C/C++, C#, Matlab, Unity, UE
- **Certifications:** Computer Exam Band II (C)
- **Languages:** English(CET-6)

PROJECT EXPERIENCE

Unity3D/VR FPS/TD Game: Tower & Slingshot

Mar 2023 - Apr 2023

Lead Designer

- Iterate game design documents, determine core gameplay and mechanics
- Numerical design of all enemies and towers and most of the level design

Unity2D Puzzle Game: Sunny Homeland

Feb 2023 - Mar 2023

Product Manager/Designer/Programmer

- Manage project progress, assign work priorities, handle emergencies
- Determine the core gameplay and mechanism, review and optimize the level design
- Cooperate with another programmer to implement game mechanics and build all levels according to level design documents

Unity Mini Games

Designer/Programmer

- A small game completed by 2-3 people, limited theme, completed in one day, responsible for function realization, mechanism and level design

GAME RELATED WORKS

Game Evaluation Video & Teardown Analysis

Infinite2, Kingdom Rush, Monster Hunter: World, Slay the Spire analysis & preview

Original Level White Box

Celest, Eledon Ring, Unreal Tournament (UE) original level design