

Zhou Chaowei

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Jiangsu Wuxi
github.com/fucangyun/personal
Game Designer



EDUCATION

Hunan University

Automation Bachelor

Sep 2018 - Jul 2022

Hunan Changsha

Shanghai University

Game Design

Sep 2022 - Sep 2022

Shanghai

MISCELLANEOUS

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

GAME EXPERIENCE

Game Review and Teardown Analysis Cases

- '*Kingdom Rush Vengeance*' deep review video.
- '*Monster hunter world*'teardown analysis, feature analysis, experience report, gameplay and player action loop.
- '*Infinite2*' teardown analysis and feature analysis.

Deeply Experienced Game Categories

- ACT, RPG, TD, Roguelike, Card game, Puzzle game
- Thousands of hours of deep experience and collection of full achievements

Table Game Making

- Made an original table game 'The King of Warring States' with teammates.

Original Level Design

- '*Celest*' and '*Elden Ring*' original level design map.

PORTFOLIO



[KRV
review](#)



[MHW
Teardown](#)



[Celest
level](#)



[Infinitode2
analysis](#)



[MHW
game loop](#)