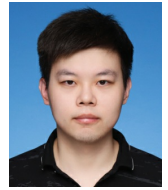# Zhou Chaowei

13961513502 ｜ ZhouChao@shvfs.cn
Jiangsu Wuxi
github.com/fucangyun/personal
Game Designer

EDUCATION

Shanghai University 211   Sep 2022 - Aug 2023
Game Design   Shanghai
Hunan University 985   Sep 2018 - Jun 2022
Automaition Bachelor   Hunan Changsha

MISCELLANEOUS

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

Game Experience
- Hardcore player, love to collect all achievements
- Have thousands of hours of in-depth experience in TD, Rougelike and RPG games

Game Evaluation Video & Teardown Analysis
Infinitode2, KingdomRush, MonsterHunter: World, SlaytheSpire analysis & preview

Original Level White Box
Celest, EledenRing, Unreal Tournament (UE) original level design