

Haoyu Zhang

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SUMMARY

- Worked at Tencent, Facebook, and NetEase, demonstrating strong teamwork and collaboration skills, adept at handling work pressure, and possessing excellent execution capabilities and exceptional written and verbal communication skills. Served as a game planner at independent game studio Weak Chicken Studio, showcasing problem-solving abilities, curiosity for new things, and a passion for researching innovative products.
- Accumulated over 10 years of gaming experience, actively involved in the development of two games across various platforms including mobile, PC, web, and console.
- Led game planning, character design, and programming at Game Galaxy, capable of independently leading small teams to create a game from scratch.

PROFESSIONAL EXPERIENCE

NetEase

Dec 2021 - Dec 2022

Worked as a game Design for Tianyu Mobile, an MMORPG (Massively Multiplayer Online Role-Playing Game) developed by NetEase.

Hangzhou, China

- Contributed to the implementation of game re-entry mechanics, event rewards, cumulative recharge systems, and holiday activities specifically tailored for the Hong Kong, Macau, and Taiwan regions. Collaborated with partners to create gift codes, titles, and other promotional materials.
- Successfully adapted game versions for the Hong Kong, Macau, Taiwan, and Japan-Korea regions, ensuring localization and cultural relevance.
- Assisted fellow testers in level design and supported programmers in implementing logic by writing code.

Tencent/Tencent Interactive Entertainment Group (IEG) Internship

Apr 2019 - Aug 2019

NBA 2KOL PC Game Design

Shanghai, China

- Responsible for NBA 2KOL2 character value configuration, ensuring balanced gameplay experience. Also designed search classification feature to enhance player convenience in finding game content.
- Utilized software tools like Axure, Word, and X-Mind to create engaging beginner guides and optimize game training for improved player experience. Additionally, designed NBA 2KOL2 friend blacklist requirement and conducted comprehensive analysis of PVP game event settlements. Demonstrated independent work capabilities in NBA 2KOL2 game planning, contributing to game development through character value configuration and innovative game system design.
- Assisted fellow testers in level design and collaborated with programmers to ensure seamless code implementation and optimal game logic.

EDUCATION

Northeastern University

Sep 2021 - Dec 2023

Computer Science Master Khoury College of Computer Sciences

Boston, US

- Received graduate scholarship, specializing in web development in Full stack engineer.
- Proficient in database management systems, including SQL, MySQL, SQLite, R programming.
- Strong front-end development skills, including HTML, CSS, and React framework.

University of California, Irvine

Irvine, California

Asian American Studies Bachelor School of Humanities

- Specialized in Asian History, studying literary theory, literary history, and literary criticism.
- Self-studied Computer Science: Primarily focused on computer fundamentals, courses in game development, and relevant programming skills.
- Mathematics Courses: Computer fundamentals, calculus, linear algebra.