Xuefei Zhao

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LinkedIn: https://linkedin.com/in/xuefei-zhao-gamedeveloper

Steam (Ebonor): https://store.steampowered.com/app/3680960/Ebonor/

GitHub: https://github.com/holdmycat/Modular-Skill-System-Demo

Senior Unity Gameplay & Tools Engineer (15+ yrs – Action Combat, Mobile/PC, Editor Tools)

Open to remote (UTC-4) and relocation roles; full-time or long-term B2B/contract.

PROFESSIONAL SUMMARY

Senior Unity Gameplay & Tools Engineer with 15+ years of experience in PC and mobile game development (MMORPG, SLG, 3D action). Began with C++ / custom engines (2009–2012), and have focused on Unity/C# since 2014, specializing in action combat, data-driven gameplay architecture, and custom editor tools. Strong track record in performance optimization and hot-update pipelines, shipping titles at Tencent, Tianshen Entertainment, Elex, while solo-developing a 3D action-roguelite (Ebonor) for Steam.

CORE SKILLS

- Unity & Programming: Unity 3D, C#, .NET, OOP
- Gameplay: Action combat systems, gameplay architecture, FSM, StackFSM, Behavior Trees
- Performance: Memory/frame profiling, Addressables, animation optimization, low-end Android/iOS device optimization
- Tools & Pipeline: Custom Unity Editor tools, build pipelines, Jenkins, Docker, Git, HybridCLR
- Backend: Node.js, Python, MySQL, Redis, simple REST services (accounts, leaderboard, telemetry)

PROFESSIONAL EXPERIENCE

Self-employed / Indie Studio (Dialog Culture / MiniGiant GameStudio) | BaoDing, China
  Senior Unity Gameplay & Tools Engineer / Technical Lead (Indie) | Sep 2021 – Present

Project: Ebonor – 3D Action Roguelite (Steam – solo-developed under MiniGiant GameStudio indie label)

- Designed a data-driven combat framework (Spreadsheet → ScriptableObject) and PoE-style modular skill system to support fast iteration on skills and builds.
- Built custom Unity Editor tools (skill timeline, encounter manager, build/debug helpers), significantly reducing iteration time for content and balancing.
- Defined performance budgets and used Addressables + HybridCLR hot-update pipelines to keep 60 FPS in high-density combat scenes on mid-range PCs.

Project: SkillForge AI – AI-Driven Unity Skill Design Workbench (In Development)

- Developing a web-based tool that converts natural language descriptions (via Claude 3.5) into structured JSON schemas (validated with Zod), generating Unity-ready skill assets (e.g., AllSkillAttriDataGraph.asset or SkillData.bytes).

Elex Technology | Beijing, China | Senior Unity Developer | Oct 2019 – Sep 2021

- Core client Unity engineer for new SLG title (COK3) from 0 to 1: designed module initialization, integrated core gameplay systems, and enforced C# coding standards.
- Refactored the hot-update content pipeline for COK2, reducing deployment risk and downtime during large LiveOps events.

Domtech Studio | Tangshan, China | Technical Director | Aug 2016 – Sep 2019

- Led delivery of commercial Unity projects, including a 3D simulation ("Long March") for State Grid Corporation of China.
- Created reusable Unity frameworks (UI, networking, configuration) and mentored junior developers in gameplay engineering best practices.

Zeus Games (Beijing Tianshen Entertainment) | Beijing, China | Senior Game Developer | Apr 2014 – Jul 2016

- Led an original action RPG prototype, owning melee combat and core loop; secured internal funding and a publishing deal with Youzu.

Tencent | Shenzhen, China | Game Engine & Mobile SDK Developer | Oct 2012 – Feb 2014

- Implemented rendering and batching features for an in-house C++ mobile engine; developed and maintained Android/iOS SDKs (payment, login, social).
- Worked on early smartphone games and internal engines, focusing on rendering, SDK integration, and low-end device performance.

EDUCATION

Beijing University of Posts and Telecommunications, Century College

Bachelor of Engineering in Communication Engineering | Sep 2005 – Jul 2009

ADDITIONAL

- Languages: Chinese (native), English (professional working proficiency)
- Work Preferences: Comfortable overlapping with EST (US East) and partial PST from UTC-4