Jorge Zhang

Westmont, IL

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Relevant Work Experience

Shadow Era CCG

Remote

Lead Game Designer

Mar. 2022-present

- Created design documentation, managed a Trello board for clear collaboration among remote collaborators, selected card rarity, made spreadsheets, conducted high level set design, made balance changes, designed the majority of new cards, and coordinated closely with the lead programmer and AI art director.

Game Designer

Feb. 2019-Mar. 2022

- Design, balancing, and playtesting for 2 main set releases and dozens of balance updates.

Gordian Knot Games

Westmont, IL

Game Designer

Jun. 2018 - present

- Designed, playtested, advertised, built content creator relationships, hired an artist, sourced manufacturing, conducted shipping and logistics, conducted customer service, posted regular updates, and managed the Gamefound crowdfunding campaign for Chroma Mix. This game had 229 backers and raised \$4124.67.
- Designed dozens of award-winning print and play tabletop games- notably including writing Javascript and Python code to randomly generate setups and cards or take a "brute force" approach to certain design challenges.

WorldWise Tutoring

Chicago, IL

Tutor

Mar. 2019 - present

- Designed the curriculum for courses in Calculus, Game Theory, Personal Finance, and Geography.
- Tutored high school students with the philosophy of teaching concepts and not rote memorization.

Awards

World Champion of Shadow Era CCG (\$1,800)	2020
2nd Place in the World Championships of Shadow Era CCG (\$2,000)	2021
Best Game to Play Remotely in BGG's 2022 Two Player Design Contest for Sumo Sumo	2022
Best Multiplayer Game in BGG's 2022 In-Hand Design Contest for Can't Touch This	2022
4th Best Game in BGG's 2022 Solitaire Design Contest for Master Udo	2022
Voted Best Playtester in BGG's 2022 Solitaire Design Contest	2022
Best Multiplayer Game in BGG's 2023 In-Hand Design Contest for Letterbox	2023

Education