

Zhao Jiangyue 赵江岳

Jyväskylä, West and Inner Finland, Finland



jiangyue.zh@gmail.com



+358 46 890 4862



[linkedin.com/in/zhaojiangyue](https://www.linkedin.com/in/zhaojiangyue)



<https://zhaojiangyue.github.io>

Summary

With a personal belief in 'Game as an experience', I've continued to making creative gameplay.

Strong ability to create solid&fun gameplay, a decent producer, an excellent listener.

A devote amateur swimmer, keep 1km every workday, just like making games, a boring but actually enjoyable thing, keep going for both :)

Experience



Co-Founder

Immersion Mobile 墨深移动

Apr 2015 - Jul 2021 (6 years 4 months)

- Build a team from zero then led them to get their first Apple Store featured title.
- Create solid and creative gameplay from prototype to release build.
- Responsible for product management, business development, and customer service.

Achievements Below

Puddingman, featured by App Store, and more than 300k downloads in TapTap.

Alone Planet, featured by App Store and achieve 50k copies of the sale in TapTap.

Finger Fortress, a strategy PVP typing game that emphasizes competitiveness.

R.P.S Hero, a creative fun hybrid casual game, 9.2/10 rating on TapTap.

All titles are getting super high ratings in China market.



Lead Designer

Changyou.com (US) LLC

Aug 2014 - Feb 2015 (7 months)

- Responsible for the game prototype stage production.



Game Designer

Glu Mobile

Aug 2011 - Jul 2014 (3 years)

Small-Street

- Responsible for the whole Game Design Document as lead designer, the title featured by App Store globally and even got 28,000 five stars ratings in China.
- Implement UI and keep data balance covers the whole lifecycle of the title, improved iteratively after every play-test or data analysis.
- Remake the tutorial completely and got the feature even during Canada soft launch.

Eternity Warriors 2&3

- Create the activity levels, include enemies data and loot data.
- Responsible for the tournament's activities design and implementation.
- Responsible for the PVP level design and make the fantasy creatively buff.



Lead Game Designer

Qeekoo

Jul 2009 - Jul 2011 (2 years 1 month)

- Design mobile games in feature phones, not only single but also social games.

Education



JAMK University of Applied Sciences

Bachelor of Business Administration - BBA, Game Production

2021 - Present



Beijing Union University

Bachelor's Degree, Electrical Engineering Technologies/Technicians

2005 - 2009

Skills

Mobile Games • Game Design • Gameplay • Game Balance • Unity3D • Social Games • Product Management • Business Development • Creative Concept Design • Level Design