

Alex Zhang

Game Developer

Seattle, WA
(206) - 227 - 1912
zhang.alexh@gmail.com
[LinkedIn](#)
[alexzhang.dev](#)
<https://jelloboy.itch.io/>

SKILLS

Languages

C#	C/C++
Java	Python
Dart	

Tools

Unity	Git
Perforce	Trello
Jira	

EDUCATION

University of Southern California

B.S. Computer Science (Games)
2016 - 2019

Native speaker of English.

Proficient in Mandarin Chinese.

Proficient in Japanese..

EXPERIENCE

N3TWORK, Los Angeles CA

Tetris®, Tetris® Clash, Client (Unity) Engineer

MAY 2019 - JAN 2021

- Owned client-side leaderboards, name selection, tournaments, and other features on N3TWORK's mobile [Tetris®](#) app; designed technical configs for LiveOps and design tuning; wrote server and systems code as necessary per feature.
- Integrated Skillz SDK on [Tetris® Clash](#); with another engineer, developed client-side UI screens and metagame scoring features; shipped it from start to finish as a standalone app in 4 months.
- Prototyped an unreleased mobile game as the only engineer; managed 2D clothing asset pipelines; developed UI screens including Store, Profile, Mini-Game, Scoring.
- Represented the company at HackSC; mentored and judged student projects; assisted in new-hire interviews.

Egghouse, Los Angeles CA

As It Is, Co-Director/Programmer

DEC 2017 - Sep 2020

- Co-directed team part-time; developed 2D independent narrative-driven Unity PC/MAC game.
- Conducted remote weekly meetings; oversaw production through scrum boards; assigned and organized tasks. planned long-term feature development & milestones.
- Wrote all gameplay code including dialogue systems, dialogue-driven mini-games, cutscene systems.
- Designed social/psychological minigames representing main characters; organized & handled playtests.
- Designed & supervised pipelines for 2D hand-drawn art assets and FMOD music/SFX.
- Produced business cards & stickers; showcased at PixelPop 2018, Play NYC 2018, IndieCade 2018, MAGFest 2019, MAGWest 2019; designed and manned booth setups; networked with indies and publishers.
- Maintained a mailing list; wrote long-term budget sheets; created & delivered pitch presentations.

Kinokuniya, Seattle WA

Associate, SD Anime

AUG 2021 - Present

- Managing inventory and goods at Kinokuniya Seattle; handling both new and back-orders; restocking; assisting the Japanese Comics department as necessary.
- Writing emails with suppliers in both English & Japanese to iron out production & shipping issues.