

Alex Zhang

Client Engineer

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SKILLS

Programming Languages

C# C++
Python

Tools

Unity Git
Clickup

EDUCATION

University of Southern California

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

Native speaker of English.
JLPT N2 Certified in Japanese.
Proficient in Mandarin Chinese.

EXPERIENCE

N3TWORK | Los Angeles CA & Remote

Tetris®, Legendary Heroes Unchained, Client (Unity) Engineer, Producer
MAY 2019 - JAN 2021, MAR 2022 - PRESENT

- Producer, tech designer, release manager, client engineer for [Legendary: Heroes Unchained](#).
- Owned project & weekly live-ops management, established git branching strategy, tech design document templates.
- Led team retrospectives + managed actionables (explicit design document template, Clickup task organization, bug triage, etc)
- Thrift protocol & data design, code for node-based map, procedural 2d sprite placement, FTUE tutorials, etc.
- Owned MVC-style UI views for leaderboards, name selection, tournaments on N3TWORK's mobile [Tetris®](#) app.
- Integrated Skillz SDK on [Tetris® Clash](#); developed client-side UI screens and metagame scoring features; shipped it as a standalone app in 4 months.

Egghouse | Los Angeles CA

[As It Is](#), *Co-Director/Programmer*
DEC 2017 - SEP 2020

- Co-directed indie 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 social anxiety & pressure overload; organized & handled playtests.
- Designed & supervised pipelines for 2D hand-drawn art assets and FMOD music/SFX.
- Showcased at PixelPop 2018, Play NYC 2018, IndieCade 2018, MAGFest 2019, MAGWest 2019; designed and manned booth setups.
- Maintained a mailing list; wrote long-term budget sheets; created & delivered full production pitch presentations.

Umami Team | USC, Los Angeles CA

Umami Blast, Lead Engineer
AUG 2018 - May 2019

- Led engineering team in delivering Zynga-sponsored match-3 mobile game. Oversaw task management; discussed task & performance estimates with creative and design leads.