Alex Zhang

Game Developer

Seattle, WA
(206) - 227 - 1912
zhang.alexh@gmail.com
LinkedIn
alexzhang.dev

SKILLS

Languages
C#   C/C++
Python

Tools
Unity   Git
Perforce   Apache Thrift
Jira

EDUCATION

University of Southern California
B.S. Computer Science (Games)
2016 - 2019

Bellevue College
Core Translation & Interpreting Certificate
2022 - 2023

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

EXPERIENCE

N3TWORK | Los Angeles CA & Seattle WA
Tetris®, Tetris® Clash, Client (Unity) Engineer
MAY 2019 - JAN 2021, MAR 2022 - PRESENT

- Developing Legendary: Heroes Unchained, a new mobile title based on the Legendary: Game of Heroes IP with >100,000 pre-registrations..
- Designing thrift data types and writing code for node-based map, encounters, heroes, etc.
- Owned client-side leaderboards, name selection, tournaments, etc. on N3TWORK's mobile *Tetris®* app; designed gameplay configs for LiveOps and design tuning; wrote java server and python 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 as a standalone app in 4 months.
- Prototyped an unreleased mobile game; developed client-side Store, Profile, Mini-Game, Scoring screens.
- Represented the company at HackSC; mentored and judged student game projects; assisted in new-hire interviews.

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.