YIZHOU (JIU) DUAN

Game Designer · Systems Design · Game Developer
duan20030227@qq.com · +1 (626)375-8364 · https://jiuduan.framer.website · Los Angeles / Shenzhen

EDUCATION

Art Center College of Design Sep 2022 – May 2026
B.S. Game Design, Entertainment Design Department

WORK EXPERIENCE

Tencent IEG — PUBGM Project | *Battle Designer Intern* May 2024 – Aug 2024
During my internship, my main responsibilities included:

- Version 330 Atlantis Update: Placement and maintenance of interactive elements in POI building scenes
- Version 340 Blood Moon Variant Update: Placement of interactive elements in POI building scenes
- Version 340 Blood Moon Variant Update: Location design, placement, and final functionality verification of player-guiding gameplay elements across the main map
- Version 340: Created a new themed competitive mode for Arena mode, repurposing current version POI building assets to design team-based combat maps; responsible for the entire process from concept to implementation

GAME PROJECTS

Escape Forest | *Designer & Programmer* Jun 2025 – Nov 2025
Tools: Unity, Cursor (AI-assisted) *Demo:* jiuduan27.itch.io/escapeforest

- Reconceived the tower defense resource loop: tile placement simultaneously generates resources and spawns enemies, creating a tightly coupled risk-reward system where every decision carries dual consequence.
- Designed a "reap what you sow" feedback loop — monsters collect dropped resources and surrender them on death, ensuring player decisions compound across the run.

One Inch Away | *Lead Programmer, System & Level Designer* Oct 2025
Tools: Unity, Photoshop *Demo:* itch.io/jam/fall-25-artcenter-game-jam/rate/3955646

- 48-hour in-school game jam - won 1st place. Designed cooperative puzzle levels leveraging two mutually repelling magnetic poles that must work together to defy physics constraints.
- Implemented all core systems solo in Unity and designed level progression using cooperative physics interactions as the primary design language.

Vere | *Lead Programmer & System Designer* Feb 2026
Tools: Unity *Demo:* https://forestw.itch.io/vere

- 48-hour in-school game jam entry with a team of 9. Co-led development as Associate Director, overseeing system architecture and cross-team coordination between programmers, artists, and level designers.
- Designed and implemented the core mechanic: UI elements (windows, buttons, dialogue boxes) function as physical platforms, making the game's own interface the terrain players navigate and interact with. Contributed to level design, structuring progression around the glitch aesthetic.

SKILLS

Game Design: Systems Design | Rapid Prototyping | Level Design | Design Documentation
Programming: C# | Unity Scripting | Physics Systems | Gameplay Mechanics Implementation
Production: Cross-disciplinary Collaboration | Playtest Facilitation | Iterative Design | Independent Research

SOFTWARE

Game Engines: Unity (4 years experience) | Unreal Engine
Creative & Art: Photoshop (6 years experience) | Aseprite | Maya
Documentation & Communication: Confluence | Figma

LANGUAGES & INTERESTS

Languages: Mandarin (native) | English (advanced)
Game Focuses: TCG - Pokemon TCG, Digimon TCG; Digital CCG - Marvel Snap, Hearthstone, Onmyoji: The Card Game; Roguelike Deck-builder - Slay the Spire Series, Inscryption, The Moonlit Knight;