# ZIFENG DING
## GAME DESIGNER

## ABOUT ME

Enthusiastic and dedicated game designer with a passion for CRPGs, strategy, and various gaming genres. From a young age, I loved designing card games and hosted TRPG as a Dungeon Master (DM) or Keeper of Secrets (KP). These experiences fueled my desire to create games.

In team projects, I always act as leader & coordinator role. I have high standards for the quality of game products, constantly seeking areas for improvement, and proposing feasible solutions to shape them.

## PROJECT EXPERIENCES

Feb. 2023 ~ Jan. 2024
Chu Mo - Location Based Entertainment & Alternative Controller
Team Size: 12 || My Role: Game Designer & Lead Programmer

- Assumed the role of Producer, overseeing the management of Artists and Animators.
- Designed the basic game loop and implemented projector mapping gameplay mechanics.
- Designed talisman station system.
- Personally contributed 60% of the overall codebase, authored the foundational tutorial scripting, and Debug toolkits.

Oct. 2023 ~ Jan. 2024
Underneath Tehom - Capstone Project of Art Center College of Design
Team Size: 12 || My Role: Team Lead & Solo Programmer

- As team leader, I direct the game's vision, manage tasks, and foster a positive team dynamic for optimal efficiency and morale.
- Designed terrain collapse (Height Change) and Flesh-Drop revival mechanics.
- As the solo programmer, I innovate and create and explore the game's potential.

Oct. 2023 ~ Nov. 2023
X-mas Rush!! - Mini Game
Team Size: 4 || My Role: Team Lead & Solo Programmer

- As team leader, designed this game with the concept of "people flow" as core gameplay.

## INFORMATION

⬤ Portfolio website    in Linkedin Page

✉ zifeng099@gmail.com    ▲ Artstation

## EDUCATION

**BS in Entertainment Design of Game Design**

2020 - Present, Art Center College of Design, Pasadena CA

## SKILLS

### GAME DESIGN
- Level Design
- Game Mechanic Design
- UX & UI
- QA & Debug

### PROGRAMMING
- C# Phototype & Dev
- System Design

## SOFTWARE

### GAME ENGINE
- Unity & C#
- UE5

### SOURCE CONTROL
- GitHub
- Perforce

### CREATIVE
- Figma
- Confluence

### ART & ANIMATION
- Spine 2D
- Unity Skeleton Animation
- PS & SAI2

## AWARD

### CHU MO
- Indiecade 2023 Live-Action
- GDC 2024 Alt-Control Award