



# Tianrui “Teri” Zhang

## Game Design

### CONTACTS

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### EDUCATION

#### Game Design

Artcenter College of Design  
2019-2024

### SKILLS

- C# / Unity
- Level Design
- Combat Design
- Multiplayer
- Design Documents
- Teamwork

### LANGUAGES

- Mandarin Chinese - Native
- English - Proficient

### WORK EXPERIENCES

Game Design Intern - Unannounced 3rd Person PvE Shooter 07/2021 - 09/2021

#### NetEase Games I Shanghai, China

- Designed enemy character, player character, and weapon in a Third Person Co-op PvE Shooting Game. Graphed out the strengths and weaknesses of characters and how each character creates different experiences for players.
- Analyzed similar existing published games to break down its random map generation system and look for inspirations. Applied the research into the existing demo to discuss pros and cons about design choices with other designers
- Researched the 3rd & 1st person camera location on existing games and published journals, applied the knowledge to adjust around the in Game Camera Position for Player Character.

Game Design Intern - LifeAfter

06/2022 - 08/2022

#### NetEase Games I Remote

- Redesigned survival camps layouts, reassigned building locations and NPC movement routes, and designed an unique daily missions to enrich the game storyworld.
- Launched Zombie Wave event that provides players with level upgrade opportunities. Designed the event spawn pattern, reward distribution, and adjusted the in-game balance.

### PROJECTS

#### RingCity Champions (Capstone Project)

01/2023 - Present

- Lead a team of three artists on the initial idea of an online multiplayer third person shooter / Sports Game in January 2023. Designing the basic game system and future production timeline. The project aims on creating and leading a professional team environment.
- Link to Pitch: [https://docs.google.com/presentation/d/1I32TmLGMz\\_7lZDT6-ZxvSO-P1y9fXmX3gJR-rKB7nYg/edit?usp=sharing](https://docs.google.com/presentation/d/1I32TmLGMz_7lZDT6-ZxvSO-P1y9fXmX3gJR-rKB7nYg/edit?usp=sharing)
- The team expanded to 18 people in September 2024 and started to develop a playable demo of the project the following year. Lead the team on creating a detailed production schedule using Hansoft and Using C# to implement the player control system, ui system, and other game systems..

#### CHUMO (IndieCade 2023 - Live Action Award)

01/2023 - Present

- Worked on a Chinese horror themed entertainment project with 10 other team members. Created a production timeline for the project. Constructed the on-site infrastructures. Used C# to code an in game database.
- Link to Project: <https://www.artcenterentertainment.com/chumo>

#### ArtCenter Game Jam I (Director's Choice Award)

Fall 2019

- Lead and worked on a 2D fighting game on Game System Design & Programming. Penguin Slap is a fighting game that contains two penguins slapping each other with the aim of one throwing another down the iceberg.