



KEYAN ZHANG

GAME DESIGNER

Interested in level design, system design, and tabletop games.

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New York, NY

SKILLS

- Game Engines: Unity, Unreal
- Development Skills: Maya, Substance Painter
- Scripting Languages: C#, Intermediate C++
- Languages: Mandarin, English

EXPERIENCE

Game Design Intern | NetEase Infinity Studio - Shanghai, China 06/2018 - 08/2018

- Designed game flow, rewards, special weapons, and various enemy characters for daily team co-op challenge mode
- Iterated gameplay and balanced weapons, enemies based on playtest result
- Coordinated with programmers and artists to implement special rules

Teaching Assistant - Game Design | NYU - New York, NY 09/2018 -

CURRENT

- Assisted in preparing course materials on level design and economic balance
- Delivered lectures on game design, focusing on legacy games
- Playtested and provided feedback for student's project on design

Lead Manager | FF Board Game Cafe - Shanghai, China 03/2013 - 08/2013

- Mastered hundreds of board games and categorized their core mechanics systematically
- Recommended and taught games to clients according to their interests and level of game literacy

PROJECTS

Masters Thesis - "OLU" | NYU Game Center

Lead Game Designer, Producer

- Mobile puzzle game made in Unity in which players control a group of mischievous OLUs to make various appliances function normally
- Designed six distinctive puzzles with documentation and gray boxing in Maya
- Evaluated production priorities and project-managed the development progress

Fatty Shiba | NYU Game Center

Solo project. Game Design & Programming

- Simulation game about helping a fat Shiba Inu lose weight
- Designed and documented the core game system and three mini-games

EDUCATION

New York University - Tisch School of the Arts 09/2017 - 05/2019

Master of Fine Arts: Game Design

- Select Courses: Game Design, Level Design, Project Studio

University of California, Los Angeles 09/2013 - 06/2017

Bachelor of Science: Applied Mathematics

- Double Minor in Statistics and Classical Civilization

FEATURE

Can tell bad jokes to cheer up anxious teammates