YIQU ZHU

LEVEL DESIGNER

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EDUCATION

Carnegie Mellon University
- 2022.8-2024.5(est)
- Master of Entertainment Technology

Sun Yat-sen University
- 2016.8-2020.6
- Bacheler of Software Engineering
- GPA：3.7
- Second Class Scholarship
- Meritorious Winner in MCM/ICM

TECHNICAL SKILLS

Unity / C#
Unreal/C++/Blueprints
Animator
AI Behavior Tree

PORTFOLIO

link

CURRENT PROJECT

Hunt Beneath the Fog
A brawl-star like game with a vision detecting gameplay to deliver a 'Dark Forest' experience and stained-glass art style.
- Excellent Project Award of 2020 Netease Freshman Courses

CAREER

NETEASE LEVEL DESIGNER   **2020.7-2022.5**
Served in YY41/DM142, a Sekiro-like open world Action-RPG. My personal credits and innovative designs include AI, Levels, and Contents.

AI Systems
- Constructed AI editing pipeline and elements needed in Messiah Engine
- Designed the sensing and alerting system based on Sekiro and other stealth games
- Defined combat AI structure for PVP&PVE purposes
- Designed Team AI system (Tate and Gongfu Circle) and create the '1vsN' sword fight experience
- Defined AI quality evaluation method

Level & Combat Gameplay
- Maintained level editing pipeline in Messiah Engine
- Set up the level metrics and collision standard
- Iterated the level structure that meets the demand of the vast 'Generic Users' (not the 'Core Gamers' Sekiro has)

Game Contents
- Created enemies & a character
- Created demo levels
- Design instruction mechanism & tutorial for playtesting

TENCENT SYSTEM DESIGNER (INTERN)   **2019.6-2019.8**
Served in Naruto Mobile, a long-lasting mobile ARPG
- Analyze the structure of the whole game
- Write reports on each system
- Evolved in a living operation