

JINGYU ZHUANG

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EXPERIENCE

Jun 2021 – Present

Game Producer, *Astronauts*

Founded the indie studio with 5 other developers and participated in a game dev incubator. We developed three games each with 1-week rapid prototyping and picked Tempo as our debut release to continue development and self-published on Steam.

- Managed and supported the development from conceptualization to Steam release
- Facilitated day-to-day communication to delegate tasks and unlock bottlenecks
- Solidified vision for projects with scope, schedule, budget and business model
- Built publishing roadmap in conjunction with the development schedule
- Meet incubator committees weekly to pitch ideas, prototypes and development updates
- Took on development tasks to solve creative and technical problems

May 2021 – Aug 2021

Project Manager, *Knucklebones Interactive*

Managed a cross-functional team of 16 to continue developing Wheel Steal, with the aim of pitching to a publisher

- Overhauled the workflow with agile methodology and created a task management system with Trello to support inter-department communication and improve the pipeline
- Scheduled development milestones to turn creative vision into clear objectives and deliverables
- Led weekly meetings and check-ins for all 4 departments to ensure timely delivery
- Stayed in trenches with the development team to solve creative and technical problems
- Supported marketing team to plan for media promotions and devlog productions
- Conducted interviews to recruit new team members

Jan 2021 – May 2021

Lead Game Developer, *Knucklebones Interactive*

Worked with a team of 12 to develop project Wheel Steal from scratch

- Assisted the Project Manager and oversaw the entire development cycle
- Led programming team to plan and implement game features in Unity
- Established a collaborative workflow with Git, Trello and Google Suite
- Worked closely with designers to give creative inputs and design critique

Sep 2020 – Dec 2020

Game Developer, *IBM Cognitive & Immersive Systems Lab*

Worked on The Immersive Language Learning Environment, a gamified language learning environment helping students to learn and practice Mandarin Chinese

- Conceptualized environments and experiences with design documents
- Implemented level assets through C# scripting in Unity

Jun 2019 – Aug 2019

Game Designer, *NetEase Games*

NetEase Games is the 2nd largest Chinese game developer by revenue. I worked on an unreleased mobile FPS title (UE4) on a team of 100+

- Conceptualized multiple game modes and operators with design documents
- Pitched and prototyped a complete PvP game map in Unreal Engine 4
- Communicated between pillars to ensure timely delivery of features
- Organized game tests weekly to improve gameplay and level details
- Conducted field research and collected data for weapons and gadgets

EDUCATION

Aug 2021 – May 2023

Carnegie Mellon University, Master of Entertainment Technology

Aug 2017 – May 2021

Rensselaer Polytechnic Institute, Bachelor of Science

Dual Major in Game Development and Computer Science, 3.82/4.0

- Teaching Assistant of Computer Science Department

PROJECT

Sep 2020 –
Dec 2020

Sole Developer, Voyage

An Open World Game simulating the entire Earth with Google Map geo-data. It's designed for people to virtually hangout during the pandemic

- Completed all aspects of the game with iterative process
- Managed the development with weekly sprints and monthly milestones
- Pitched and showcased the game in multiple festivals

Jan 2020 –
May 2020

Designer & Programmer, Retail Rally

A split-screen party game featuring players using their cellphones to gain access to secret task lists and inventories, etc

- Conceptualized and developed the "PC + Mobile" gameplay
- Designed and developed the cellphone App in Unity Mobile and built networking connection

COMMUNITY INVOLVEMENT

Mentor, GameRella Global Game Jam 2021

Participant, 10+ Other Game Jams

Member, International Game Developers Association

Member, Rensselaer Game Development Club

Participant, GDC Game Narrative Review Contest 2018

ACHIEVEMENT

Aug 2021

AIAS Foundation Scholarship, Academy of Interactive Arts & Sciences

May 2021

Winner of the Grand Prize Award

Finalist of the Technical Excellence Award & the Impact Award, GameFest 2021 (Voyage)

Apr 2021

Merit Scholarship, Carnegie Mellon University

Jan 2021

VV Pathfinder Award, Vicarious Visions

May 2020

Finalist of Innovation Award, GameFest 2020 (Retail Rally)

Nov 2018

1st place & Best Design, i-Thrive Game Jam at Albany

Aug 2017

Dean's Honor List (2017 - 2021), Rensselaer Polytechnic Institute