

Zhongyan (Josh) Li, game design internship

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Game Design Blog: <https://joshli1997.medium.com>

Coming from a wide range of experience including film studies and game design, I am looking for designer roles where I can take my skills further

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)
Master of Entertainment Technology

Pittsburgh, PA
Expected Graduation: May 2022

University of California at Berkeley, School of Letters and Science
Bachelor of Arts, Major: Cognitive Science

Berkeley, CA
Graduated May 2020

SKILLS

Unity | Unreal 4 | Maya | Rapid Prototyping | Final Cut Pro X | Perforce | Japanese

ACADEMIC PROJECTS

Building Virtual Worlds, Designer, ETC

Fall 2020

- Worked in teams of five on interactive projects and entertainment experience through prototyping, development and iteration.
- Maintained strong team dynamics among individuals from different time zones, diverse backgrounds and varied creative perspectives
- Pitched and designed game mechanics for VR and multiplayer games and interactions using Unity and told interesting stories delivered on time and within technical constraints.
- URLs to the two proudest productions that qualified for the ETC Festival: <https://youtu.be/Sca2uDA-3ps> | <https://youtu.be/fnH0Dm7oEg>

Visual Story, Director, Screenwriter, Co-producer, ETC

Fall 2020

- Wrote and directed all three of the team productions / short films throughout the semester.
- Worked with a team of five with different levels of understanding of films.
- URLs to the two proudest film productions: <https://youtu.be/WNyLIAT-RIE> | <https://youtu.be/SicnJkM1wgo>

PERSONAL PROJECTS

Game Designer

May 2019 – Present

- Designed the tabletop game “Explosion of Wanggongchang”. It is a game based on an actual historical event, with a mixture of gameplay mechanisms from card games and board games.
- Designed the paper map for a 2-D side scroller inspired by the original story of Sisyphus and Albert Camus’s interpretation of the myth in the book “The Myth of Sisyphus”.
- Wrote the screenplay and designed the gameplay for a game I named “Sober Society” (<https://j119970916.wixsite.com/mysite/sober-society>). This is a narrative-focus game inspired by the presentation of “What Remains of Edith Finch” and my own personal experience with human relationships. Aimed to create a deep, artistic and matured narrative with game as the medium.

PROFESSIONAL & EXTRACURRICULAR EXPERIENCE

Deloitte Touche Tohmatsu Limited

Shanghai, China

Strategy & Operations Consulting Summer Intern

May 2018 – August 2018

- Analyzed market trends for all regions including EMEA, APAC and North America to formulate and test hypotheses, and developed recommendations for approximately 500 HVAC and Automotive companies
- Assisted senior management with identifying opportunities and strategic solutions to automotive clients on improving Return on Investment, rooted in data insight and focused on driving the desired business objective and customer behaviors

Berkeley Sutardja Center for Entrepreneurship and Technology (SCET)

Berkeley, CA

Course founder, designer and instructor

Dec 2018 – May 2019

- Founded the decal course “Decode Silicon Valley Startup Success” (<http://svstartupdecode.com>) which meticulously examine the Silicon Valley startup process by breaking it down to 12 aspects, with each individual aspect featuring a renowned CEO/founder from famous Silicon Valley startups, Q&A assignments and workshops to provide students hands-on experiences.