

Jiani Feng Technical Designer | Game Designer | Producer

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EDUCATION

Carnegie Mellon University Pittsburgh, USA
Master of Entertainment Technology **Expected:** May 2024

University of Southern California Los Angeles, USA
BS Computer Science (Games), **GPA** 3.91/4.0 May 2022

SKILLS

Game: Game design, level design; business management of games; game quality assurance

Coding Languages: C++, C, C#, Java, JavaScript, MySQL

Applications: Unity, Unreal Engine, Perforce, Maya, Adobe Illustrator, and Microsoft Office Suite

PROJECTS

RomeYe and JuliYeti | Game Designer, Programmer Sep 2022 - Present

- VR experience of playing as a big foot yeti, programmed in C# on Unity, for Ekto Boots and Vive headset
- Design different ice types and game stages, set up the game level, prototype the main functionalities and apply audio

GhostBuster 2022 | Game Designer, Programmer Sep 2022 - Present

- AR ghost fighting action game, programmed in C# on Unity, for Oculus Quest2
- Make the game interaction map, design and code different ghost types for the game interest curve; apply audio and 3D model assets; collaborate using Perforce

Listen to Me | Creative Director, Producer, Lead Designer Mar 2022 - Present

- A 2d role-playing action game about a child avoiding negative speech while chasing his childhood dream
- Lead a team of 11 students, design the gameplay systems including the adventure system and combat system, communicate with artists, sound designers, and narrative designers to make player experience coherent
- Nominated as the Best Gameplay Award by the GWB Game Awards 2022

Domestic Dungeon | Game Designer, UI Design Jun 2021 - Present

- Monster farming simulation game, inspired by Stardew Valley and D&D
- Design the core farming system, the turn-based combat system, the dating system, and how they relate to each other

Spookulele | Combat Designer, QA Lead Aug 2021 – Aug 2022

- Fast-paced music action RPG where the player controls two characters: Spooky and Haru
- Helped design combat system: notes playing, spell casting, and character switching; led an international QA testing team and made detailed report of bugs-and-jank for game iteration

That's not how it happened | Lead Producer, Game Designer Jun 2021 – Aug 2022

- RPG with the combination of Beat'em Up & Dating Sim & Point and Click puzzle solving
- Arranged meetings and facilitated intergroup communications, kept track of sprints and tasks, designed the Beat'em Up combat system and how puzzles relate to the narration

Bounty Heart | Game Designer, Producer May 2021 – Aug 2022

- Roguelite mobile game with the combination of Match3 and Tactics mechanics
- Arranged meetings and helped intergroup communications, kept track of sprints and tasks, designed the combat system and player UI, as well as character & enemy skills

WORK EXPERIENCES

Bilibili | Game Product Management May 2021 - Aug 2021

- Analyzed data and performance of games published by bilibili and predicted future performance post-release
- Communicated with and supported publishers, developers, and marketing department
- Conducted risk assessment and managed game project timeline