Yue Zhu

412-230-7730
www.yuezhu512.com
zhuyueaa@gmail.com

OBJECTIVE

A game designer is looking for a full-time position.

EDUCATION

Carnegie Mellon University (CMU), Entertainment Technology Center (ETC)
Master of Entertainment and Technology   Graduation May 2014
Beijing University of Posts and Telecommunications
Bachelor of Engineering, Major in Digital Media Arts   2008-2012

SKILLS

Computer Software Abilities:
Unity3D, Photoshop, Illustrator, Premiere, After Effects, Final Cut, Audition, 3D Max

PROJECTS

Lead Designer/2D Artist   A Game Experience using Oculus Rift and Myo
LucidDream Project - ETC, CMU (Silicon Valley Campus)   Spring 2014
- Building a paranormal immersive experience in Unity3D using Oculus Rift and Myo.
- Leading design team of 3, writing game design documents and schedule game design meetings.
- Creating the game story, setting up the environment and designing AI behaviors.
- Responsible for 2D texture design, including the environment and character design.

Game Designer/2D Artist   An Expressive Game on the Ouya Console (Shipped)
Epiphany Projects - ETC, CMU   Fall 2013
- Created an expressive co-op platform puzzle game called "It Takes Two" and released on the Ouya store. (Ranked: 185/560 from Dec. 2013)
- Took charge of the story design and level design, including writing game design documents, designing puzzles and level layouts.
- Communicated with programmers and artists to integrate new puzzles.
- Host the playtesting and adjusted the pace of the game experience based on the feedbacks.
- Responsible for 2D art creations, including environment and character design.

Filmmaker/ Sound Designer   A Documental Interactive Website
Morality Play Project **-** ETC, CMU   Spring 2013
- Shot, edited and colored footage for interviews as well as created original score.

Game Designer/ 2D Artist/ Composer   Building Virtual World Projects (BVW)
BVW - ETC, CMU   Fall 2012
- Designed five virtual worlds on a 2-week rotation in teams of 4 or 5.
- Focused on rapid prototyping, team work and iterative design.
- The world Fisherman's Cat got CMU homepage coverage and shown in BVW Festival.

PERSONAL PROJECT

Game Designer/ 2D Artist   A Sushi-eating Game using Leap Motion
ETC, CMU   Fall 2013
- Created a Leap Motion game that provides an experience of eating sushi by chopsticks.
- Designed game flow, interesting curve and game levels.
- Created tutorials, sushi pieces and characters into game.

ACTIVITIES

Game designer/ Animator/ Composer   A co-op puzzle game
Game Jam Competition   02/2013
- Used Unity 3D to build a game in 48 hours, designed the game story, participated in 3 level design, and was in charge of animation and original score.