

# Huijie Bao

Portfolio: <https://www.zzhxbhj.com>

412-478-3963

zzhxbhj@gmail.com

## Education:

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**Carnegie Mellon University, Pittsburgh, PA, US** **2021.08 - 2023.05**

MET Entertainment Technology. Focus on Game Design.

Relevant courses: Building Virtual Worlds, Visual Story, Improvisational Acting.

**Miami University, Oxford, OH, US** **2016.01 - 2019.05**

Bachelor of Science in Computer Science. Minor in Digital Game Studies.

Cum Laude. 3.71/4.0

Relevant courses: Game Design, AI in Game, Unity 3D, Game Engine Design, Computer Graphics, Blender.

## Skills:

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Game Design, Game Editor Design, Level Design, AI Design(Finite State Machine & Behavior Tree).

Game Programming, Computer Graphics, C++, C#. Unity 3D, GameMakerStudio, Blender. Git, SVN, Perforce.

## Work Experience:

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**Unannounced mobile ARPG, Perfect World, Shanghai, China. 55h+/week.** **2020.09 - 2021.03**

**Technical Level Designer.** Team: 100+ with 30+ designers. Tools: Unity3D, C#, customized skill & level editor.

- Provided technical support to other designers such as level, combat, and numeric designers.
- Refined our monster pipeline to increase combat & level designers' efficiency.
- Tracked new tool features, made documentation, and implemented showcases.
- Coded some pipeline tools for other game designers.
- Designed and implemented enemy AI, skill, and level according to the IP.

**Technical Center, Tencent Game, Shenzhen, China. 50h+/week.** **2020.07 - 2020.08**

**Game Engine Programmer Intern.** Unreal 4, Computer Graphics.

- Researched and tested ETC2 compression and runtime virtual texture's performance on UE4.

**Teaching Assistant, Miami University, Ohio, US. 15h/week.** **2017.02 - 2019.05**

Computer Graphics | Game Design and Implementation(Unity 3D) | Database Systems | Operating Systems

## Relevant Projects:

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**Two Flew Over ETC Nursing Home. Building Virtual World Round 5, CMU ETC.** **2021.11 - 2021.12**

**Designer & Programmer & Producer.** Team: 5 with 1 sound designer, 2 artists, and 2 programmers.

- Iterated the level and related coding in wheelchair system(character & control), lightning, and collision.
- Assigned the work and tracked the progress of the team.

**Action Order in Turn-Based Game.** **2021.10**

Wrote an article about how action order affects the game design and players' choices in turn-based games.

**Sakura, VR Game. Building Virtual World Round 2, CMU ETC.** **2021.09 - 2021.10**

**Level Designer & Programmer.** Team: 5 with 1 sound designer, 2 artists, and 2 programmers.

- Iterated the level and related scriptings such as level mechanics, floating stones, and character progress.
- Iterated the camera & control feel with another programmer from the designer aspect.

**Monster Design Analysis, AI & Skill** **2020.09**

Practiced AI & Skill Design by analyzing a Boss in ACT/ARPG, including Behavior Tree, Player Feel, Skill Description.

**Game Jams, Arts, AR & VR Projects, AI Demos, Computer Graphics Projects, etc.** **2017.01 - Present**

Check my portfolio <https://www.zzhxbhj.com/> for more projects.

## Award:

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**First Penguin Award** at CMU ETC Festival 2021

**Fall 2021**

**Senior Design Expo Award - Best Departmental Award** at Miami University

**Spring 2018**