

# Zijie (Jason) Lian | Game Designer

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## EDUCATION

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**Carnegie Mellon University**  
Master of Entertainment Technology

*Aug. 2022 – Exp. 2024*  
*Pittsburgh, PA*

**The Ohio State University**  
Bachelor of Science in Computer & Information Science

*Aug. 2018 – May. 2022*  
*Columbus, OH*

## SKILLS

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- Game Design: Game Ideas, Analysis and Design Document
- Programming Languages: C#, C/C++, Python
- Game Development Tools: Unity 3D, MonoGame
- Version Control Tools: Github, P4V

## PROJECTS

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### Building Virtual Worlds

*Sep. 2022 – Exp. Dec. 2022*

*Roles: Game Designer / Sound Designer*

*CMU Entertainment Technology Center*

- Worked with multiple small teams, designed and developed small scale games and experiences through Unity 3D during multiple 2-week-long development processes. Used technologies like VR, AR and tracking sensors.
- Come up with game design ideas and present them to the team. Refined other teammate's ideas and helped develop them. Managed design documents for several projects.
- Codesigned the form of interactions based on different platforms and needs each project has.
- Designed sound effects and composed music accordingly for every project to convey emotions to the guests and to accomplish various design goals.
- Check in with teammates daily and inform other members about important design decisions to keep everyone on the same page.

### Game Project 'Karma'

*Jan. 2022 – May. 2022*

*Roles: Game Designer / Programmer / Sound Designer*

*OSU with Prof. Roger Crawfis*

- Collaborated with two other developers and made a complete FPS game from scratch using Unity 3D.
- Designed and implemented logics for enemies and boss fights, designed behaviors of enemy entities, and aligned their movement logic with animations.
- Developed and built multiple boss rooms. Did the majority of the work in level design and participated in debugging, playtesting and giving feedback.
- Created the background setting. Wrote all the story related texts and item descriptions of the game.
- Recorded and edited the game's trailer.

### The Legend of Zelda Game Project

*Aug. 2020 – Dec. 2020*

*Roles: Game Designer / Programmer*

*OSU with Prof. Matt Boggus*

- Recreated the first dungeon level of the original version of Zelda Game using MonoGame and C#
- Added new enemies, levels, props, and game systems that were not present in the original game
- Designed and implemented movement and collision logics of all enemies and projectiles, including the display and update logic of these game objects
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## Hobbies & Interests

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- Music Production, Video Editing, Japanese