Ziheng Xiao, Game Designer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)   Pittsburgh, PA, USA, May 2021
Master of Entertainment Technology
Ohio State University   Columbus, OH, USA, May 2018
B.S. in Mathematics

SKILLS

Programming Languages: C#, MATLAB
Software: Unity, Adobe Illustrator, Adobe Premiere, Microsoft Office (Word, PowerPoint, Excel)
Languages: Chinese (native), English (fluency), Japanese (fluency)
Relevant Course: Game Design, Linear Algebra, Calculus. C++.

PROJECTS

Academic Project

Building Virtual World - ETC, *Programmer, Level Designer*   09/2019 – 12/2019
- Created game in one or two week cycle with 5 new team members.
- Utilized hardware such as Magic Leap, HTC VIVE, and other non-traditional platforms to create immersive gameplay.
- Wrote gameplay code using C# in Unity 3D for every game we made during the semester.
- Applied various game design skills into those worlds such as level design, game design, to elevate gameplay and make them more fun.
- Integrated 3D assets from artists and import them into Unity.
- Arranged objects into different prefabs and use them to build the environment.
- Designed the level of the game and implemented the interest curve and learning curve through level design.
- Communicated with team members with different roles and worked together as a team.

Personal Project

Singer Player RPG - R.I.C.A, *Indie Game*   10/2018 – 01/2019
- Designed game mechanisms, puzzles, and build the world by using 2D assets provided by RPG Maker.
- Made other 2D assets such as game title, UI, and interactive game objects by using Adobe Illustrator.
- Wrote the script for the game. (Including characters dialogues, environment hints, and characters diaries.)
- Made one piece of background music by using Logic Pro X and implement sound design by using sound effects.
- Published the game on Steam and received more than 100 positive comments.

Multiplayer Live game - The Lost City, *Lead Designer*   01/2018 – 03/2018
- Designed a multiplayer game that allows 40 people to play at the same time.
- Applied level design to the game mechanism and made the difficulty grows gradually.
- Used economy design to write a MATLAB algorithm to balance the game parameters.
- Documented the whole game process and passed to other teammates and communicated with them to let everybody clear with the game mechanism.

Multiplayer Live game - The Island, *Lead Designer*   07/2018 – 09/2018
- Designed a multiplayer game that allows 40 people to play at the same time.
- Applied level design to the game mechanism and made the difficulty grows gradually.
- Used economy design to write a MATLAB algorithm to balance the game parameters.