

Ziyi Hao

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EDUCATION

Qingdao University of Science and Technology

Sept 2020 – Jun 2024

Bachelor of Engineering in Applied Chemistry

Cumulative GPA: 3.20/4.0

INTERNSHIP EXPERIENCE

Shanghai HaoYouQu Technology Co., LTD | Mobile Game Design Intern

Jul 2022 – Sept 2022

- Responsible for the system design, assist the project leader to complete the system and mechanism design of the game.

Shenzhen Tencent Computer Systems Co., LTD | Advanced Game Research Intern

Nov 2022 – May 2023

- An online practice project under Tencent IMUR, assisted Tencent's research manager to complete three research projects.
- Authored 14 comprehensive game research articles, with 4 of them were selected as Featured Content and archived in Tencent's official content library. Published 2 articles on Tencent's official account.
- Assisted the Tencent User Research Manager in reviewing a variety of game analysis articles, providing pertinent feedback and revisions.

GAME DEVELOPMENT EXPERIENCE

Keep Running | Producer

Sept 2022

- Developed an inclusive parkour game catering to blind and visually impaired players, utilizing sound effects (volume, pitch, voice orientation) to indicate in-game positioning. Seamlessly integrated a RPGMaker coordinate system for step-by-step sound cues. Conducted user testing with visually impaired individuals, receiving positive feedback.

Recoil Robot | Game off 2022 | Lead Designer, UI/UX Designer, PM

Nov 2022 – Dec 2022

- Led a team of 3 in designing a two-player competitive shooting game. Players utilize gun-barrel recoil instead of bullets to control their robot characters and defeat opponents. Held roles of team leader, project manager, game designer, and UI/UX programmer.

Gothic Pulse | Lead Designer, UI/UX Designer, PM, 2DArtist

Jan 2022

- Led a team of 4 in designing a 2D platformer themed around "heart rate." All game mechanics are closely related to character's heart rate. A high heart rate allows the character to sprint faster and jump higher, while a low heart rate allows the character to discover hidden objects. The goal is to avoid the character dying from abnormal heart rate while maintaining a reasonable value to process each level.

LinTan the Island | Lead Designer, PM

Mar 2023 – Apr 2023

- Designed and released a simulation idle game based on island development, focusing on resource management and environmental preservation. Published versions for PC, mobile, and Web platforms to reach a wider audience. Emphasized the importance of eco-friendly practices and sustainable living through gameplay mechanics

Agent of Primary Color | Lead Designer, PM

Jun 2023 – Jul 2023

- Created a side-scrolling puzzle game for Adventure Jam 2023 featuring a chameleon protagonist using an airbrush to alter object interactions through color mixing. Responsible for game mechanics, level design, UI/UX, and core gameplay. Achieved 47th place out of 347 entries.

Don't Touch Me | Lead Designer, PM

Jul 2023

- A two-player competitive game produced for CIGA Game Jam 2023 with 7 teammates, centers around the theme of "touch." The two players assume the role of a madman and his doctor and play the game of tag in a hospital. The game was selected to be apart of the CIGA official exhibition, and received positive feedbacks from the players. Responsible for designing the core gameplay, levels, mechanics, and skills.

SKILLS

Photoshop, Procreate, InDesign, Articy:draft 3, Aseprite, Java, C#, Arduino IDE, Blender, Cubase11, FL Studio, RPG Maker MV&MZ, Unity, Game Maker