

## Ruzhang ZHAO

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### EDUCATION

**Communication University of China (CUC)** Beijing, China  
Bachelor of Fine Arts in Art and Technology (Digital Entertainment) August 2018 - July 2023 (Expected)  
**GPA:** 3.77/4; **Average Mark:** 91/100; **Ranking:** 2/31

**Core Courses:** Game Level Design and Production, Game Project, Game Planning and Design, Game Engine and Application, Game Psychology, Unreal Blueprint, Unreal Engine Rendering and Visual Effects, Visual Reality, Programming Methodology with C/C++, Game Project Management, Classical Game Analysis, Digital Virtual Life Design, Construction of Virtual Space

### HONORS AND AWARDS

**Best Game** | Epic China Unreal Engine 72-hour GameJam 2021  
**Excellent Game** | WePlay Indie Game Exhibition 2021  
**Excellent Game** | Perfect World Function Game Competition 2021  
**Best Game & Best Theme** | Beijing International Game Conference GameJam (Biodiversity) 2021  
**Best CG Movie** | Beijing College Student Digital Media Design Contest 2022

### PROFESSIONAL EXPERIENCE

**Tencent Timi J3 Studio | Technical Artist** June 2022 - September 2022

- Built a fabric material library for the team using Substance Workflow, balanced performance consumption and visual effects, and created systematic parametric controls.
- Developed materials and shaders using Unity and Unreal for game projects including Nizhan, CrossFire, and COD mobile version, and generated iterative designs for performance optimization and parametric control for efficient use in teamwork.
- Cooperated with designers and artists, created UI materials for game projects such as Call of Duty: mobile version including weather for map interface and VFX for character attacks), reduced the consumption of texture resources and performance in the production, and ensured the high quality of visual effects.
- Repaired and improved PBR materials in the team's material library according to the needs of the art team.

**NetEase | Game Designer, Game Quality Assurance** August 2021 - October 2021

- Collaborated with programmers, UI designers, and QAs to design and create Tianyu Mobile's game store UI.
- Cooperated with programmer and QA, fixed level triggering issues and UI errors in the game's mission system using developer tools, and summarized the solution workflow of related issues into the Team Wiki document.
- Communicated with Korean and Japanese teams and solved the UI, LQA, and scriptwriting problems in the game's international versions.

### GAME PROJECTS

**Live Toward Death, Team Leader, Game Designer** | Teamwork, based on Unity 2021

- Led a 4-member team to create an Interactive Narrative Game about Biodiversity; Designed the gameplay and levels
- Best Game & Best Theme of Beijing International Game Conference GameJam (Biodiversity)

**Memory in Kunqu's Shadow, Team Leader, Game Designer, Technical Artist** | Teamwork, based on Unity 2021

- Led a 8-member team to design and develop an interactive storytelling game about Kunqu(Chinese Traditional Opera) to evoke empathy for Alzheimer's patients; Created stylized 2D skeletal animation for the character as a TA.

**Dongpo's Zen World, Team Leader, Programmer, Technical Artist** | Teamwork, based on Unity 2022

- Led a 4-member team containing programmer, artist and a historian major to develop a VR game, designed and developed the gameplay, enemies and VFX in game.

**Futuristic Rhapsody, Team Leader, Game Designer, 3D Artist, Programmer** | Teamwork, based on Unreal 2021

- Led a 4-member team to produce a puzzle game about time travel; Designed the gameplay and levels; Created 3D models, gameplay, and level prototypes with teammates.
- Best Game of Epic China Unreal Engine 72-hour GameJam.

**Dream of Chained Sisyphus** | Solo work, based on Unreal 2022

- Inspired by *The Myth of Sisyphus* by Albert Camus, designed and developed a third-person action game independently; Designed and developed the level prototype; Produced gameplay, VFX and 3D models.
- Graded 97/100 as the class assignment of the Game Level Design and Production course.

### EXTRACURRICULAR ACTIVITIES

Game Design Association of Communication University of China, Vice-President September 2020- Present

Future Media Association (VR Association) of Communication University of China, Member September 2021- Present

### ADDITIONAL INFORMATION

**Languages:** Mandarin (Native), English (TOEFL: 106 [R29, L25, S25, W27])

**Skills:** Programming(C#, ShaderLab, C, C++), 3D Modeling, VFX Development, , Video Editing, Sound Design

**Software:** Unreal Engine, Unity, Blender, Substance Painter, Substance Designer, Substance Sampler, Cinema 4D, ZBrush, Touch Designer, Embergen, Adobe After Effect, Adobe Premiere, Vegas, FL Studio

**Interests:** Collect cross-disciplinary knowledge, History, Piano, Traveling, Swimming, Movies