

# Jinghan “Clare” Zhang

clarezh3@gmail.com | 530-760-9995 | www.remirror3.com

## Skills

- Level Design
- Game Design
- Graphic Design
- 3D Modeling
- C, C++, C#
- Papyrus
- HTML/CSS/JS
- Digital Drawing
- Unreal Blueprint

## Software

- Unity, UE4, UE5
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Lightroom
- 3ds Max, Sketchup
- AutoCad
- HL2 Hammer
- FO4 Creation Kit
- CryEngine 3
- Pico 8

## Languages

- English:  
Fluent, working proficiency
- Chinese (Mandarin):  
Native Language

## Hobbies

- Photography
- Travel
- Art & Painting

## Experience

### 2D Visual Designer (GUI) – Internship

Jul. 2020 – Sep. 2020

- Tencent, Interactive Entertainment Group
  - Timi Studio J1, Shenzhen, Guangdong, China
- Responsible for design interface, icons, fonts for upcoming Metal Slug mobile game

## Team Projects

### Light of Alariya **Lead Game Designer**, Team of 27, UE5

Aug. 2022 – Dec. 2022

- 3rd person exploration puzzle game for PC, release on Steam Mar. 1st, 2023
- Designed basic game mechanics and core gameplay and recorded in documentation.
- Responsible for team planning, team corporation, and overall game quality.
- Present team progress to stakeholder regularly and adjust game based on feedback.

### Hex Rally Racers **Level Designer**, Team of 57, UE4

Feb. 2022 – May. 2022

- 3D racing game for PC, available on Steam
- Designed the track “Nimbus Towers” according to project requirement.
- Responsible for track layout and environment, create and iterate immersive environments that enhance gameplay.

### Flash or Die **Game/Level Designer**, Team of 5, Unity

Sep. 2021 – Dec. 2021

- 2D pixel style action game for tablet
- Cooperate with artist and programmer, communicate interdisciplinary.
- Responsible for overall game design and designed two levels individually.

## Individual Projects

### Aftermath **Level Designer**, Crysis 2 Level

Jul. 2022 – Feb. 2023

- Thesis project made in *CryEngine 3*
- Applied level design techniques to evaluate the efficiency of different visual elements.
- Guide players navigate the level with good conveyance and affordance.

### The Haunted Place **Level Designer**, Dying Light Level

Sep. 2022 – Dec. 2022

- Single player horror level made by *Dying Light Developer Tools*
- Unique wow moments and dark environment with melee combat

### The Last Days **Level Designer**, Fallout4 Level

Mar. 2022 – May. 2022

- Individual class project, Single player FO4 MOD made in *Creation Kit*
- Designed narrative story, NPCs’ dialogue, level layout and all gameplay elements.
- Playtested and adjusted feedback from stakeholders.

## Education

### Southern Methodist University

Aug. 2021 – May. 2023

- Guildhall, Master of Interactive Technology, specialized in Level Design
- GPA 3.6/4.0
- Thesis: Best Practices of Guiding Players Through the Use of Visual Stimulation

### University of California, Davis

Sep. 2017 – Dec. 2020

- Bachelor of Arts, Major in Design/ Minor in Computer Science
- GPA 3.4/4.0
- Academic Awards: Deans' Honor List for the Winter Quarter 2020  
Deans' Honor List for the Spring Quarter 2020