

# ALLIE ZHAO

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📍 Rochester, NY

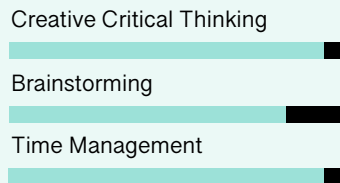
📞 774-432-4526

🌐 alliezhao.github.io

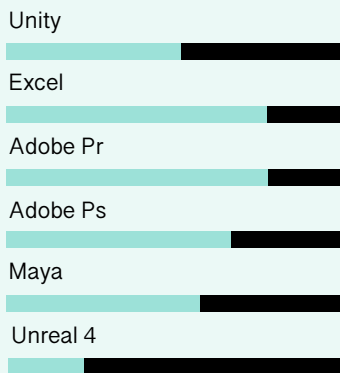
## About me

Passionate game designer  
Game content creator  
Solo developer  
Experienced gamer  
Critical thinker  
A human, nice one

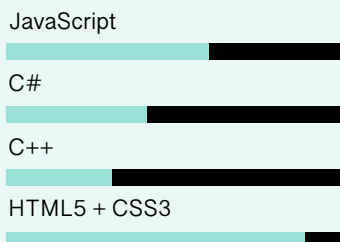
## Skills



## Softwares



## Languages



## EDUCATION

**Rochester Institute of Technology - RIT**  
B.S. - Game Design and Development - GPA: 3.8/4  
Dean's List from 2018 to 2022

Aug 2018 - Exp. Dec 2022

## EXPERIENCES

### Game Designer Intern - Bilibili Inc.

Beijing · Jul 2021 - Nov 2021

- Designed levels, maps, and enemies for a mobile action RPG.
- Cooperated closely with the artists, programmers, and outsourcing teams.
- Constructed levels using Unity and Excel, composed and revised game design documents using PowerPoint and Microsoft Word.

### Game Designer Intern - RIT

Rochester, NY · May 2020 - Aug 2020

- Designed and made 3D models for the main game characters.
- Discussed and planned the game's future direction with the team.

## PROJECTS

### Ball Animals

Nov 2021 - Present

#### Game Designer, Production Manager | Unity, Excel, PowerPoint

- Currently developing a 4-player competitive party game remotely with a team.
- Directed game design decisions and the art directions of the game by working closely with other artists and designers.

### The Show Must Go On

Global Game Jam 2020

#### Game Designer | Unity, C#

- Responsible for level and system design and art-related content in a team of 8.
- Implemented 4 different attack patterns and a surround-view camera with C#.
- Constructed levels inside Unity editor.

### Web-based Game Projects

Jul 2019 - Aug 2019

#### Solo Dev | pixiJS, HTML5, CSS3

- Little Garden - A relaxing simulation game of planting flowers made in 2 weeks.
- 100 Times - A horror puzzle game with multiple endings made in 2 weeks.

### LostX

Jun 2017 - Aug 2017

#### Solo Dev | RPG Maker MV

- Developed an RPG game with content exceeding 5 hours of playtime.
- 97 maps, thousands lines of dialogues, hundreds pages of text-based programming.

## ACTIVITIES

### Game-Related Content Creator

May 2021 - Present

- Started producing game-related videos in 2021, including game walkthroughs, funny videos, and live stream recordings and highlights.
- Created video-game walkthroughs videos by analyzing the actions of the bosses from souls-like games, with an average view of 10k.

### Activities

Aug 2020 - Present

- Assisted art major students to brainstorm ideas and evaluate results, identify problems and provide constructive feedback.
- Volunteered to assist and participate in film and photography projects, studies and researches as actors, models and participants.