



JUNYI ZHANG

SYSTEMS DESIGNER

CONTACT

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EDUCATION

The Guildhall at Southern Methodist University May 2022

Master of Interactive Technology in Digital Game Development, **Design**

Southern Methodist University

May 2020

Bachelor of Science, **Applied Mathematics**

SOFTWARE

Unreal Engine 4

Unity

Creation Kit SDK

Source SDK

CryEngine (Dunia Engine)

Autodesk 3ds Max

Maya

Perforce/helix

Jira

Monday

Microsoft Office

GAME PROJECTS

"Trails of The Ten" – Top-down Shooter with Replayability

March 2022 - May 2022

Sole Developer | Unreal Engine 4

- Designed and scripted the currency and resources systems that allow players to utilize in-game resources and earn permanent currency for shop purchases.
- Designed and scripted 10 arenas with scaling enemy mutate systems and provided suitable player upgrades as rewards, giving the game great replayability.
- Created a spreadsheet to record all variables and calculate the balance between different systems by plotting charts and valuing the curve, then optimizing it by playtesting results.

"AGRYOS: Recovering Eden" – Third-person Shooter

July 2021 - Dec 2021, Team Size: 16

Level Designer | Unreal Engine 4 | Steam Released

- Designed a stats spreadsheet for hostiles and the player, calculating the balance between player damage output and enemy stats. (Average TTK, STK, etc.)
- Implemented a level with multiple arenas and focused on fluid player's flow using verticality design and diversified enemy composition.

"Elemental Fury" – Fallout 4 MOD

June 2021 - July 2021

Sole Developer | Creation Kit SDK

- Designed and scripted nine new weapons dealing elemental damage and applying special effects like freeze, shock, and burn to enemies in Fallout 4.
- Created an Excel sheet calculating the ratio between enemy element resistance and weapon damage output for balancing purposes.
- Adjust recoil and fire rate on pistol, rifle, and heavy weapon to create ascending difficulty experience as the player progress.

SKILLS

Systems design

Level design

Progression design

Environment design

Scripting
(Lua/Java/BP)

Agile development