

KAI XIANG (NEO) ZHANG

GAME DESIGNER

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5+ years of experience crafting and implementing engaging gameplay, highlighted by the recent release of first industry title *Sunderfolk*. Versatile design skills, including character, encounter, and narrative design, with a strong focus on engaging, collaborative and replayable play. Seeking a new role to take on new and exciting creative challenges across different genres.

SKILLS

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|----------------------|-----------------------------|-----------------------------|
| • Unity | • Encounter Design | • Playtest and Iteration |
| • Unreal (Blueprint) | • Hero & Monster Design | • Prototyping and Scripting |
| • C# and C++ | • Narrative Design | |
| • Python | • Mission and Combat Design | • Chinese-Mandarin (Fluent) |

WORK EXPERIENCES

Game Designer and Cinematic @ Secret Door (2023 - Present)

Sunderfolk (2025) - Shared turn-based tactical RPG that can be played with up to 4 players, with shared-screen couch co-op experience and second-screen gameplay.

- Own design on 5 encounters, 6 bosses/monsters, and 1 hero—from concept to prototype and iteration—maintaining a clear understanding of the character fantasy and mission objectives.
- Research, pitch, and collaborate on 5 game modes, focused on replayability and novel challenges, while working within constraints of existing assets and technology.
- Lead and/or participate in two weekly team playtests to iterate on prototypes, balance gameplay, and offer beneficial design feedback.
- Own 30+ cinematics and cutscenes; collaborated with Animation Lead, Writer, and 3D/VFX Artists to deliver high-quality results within tight budget constraints.

Design Officer, Designer @ GDA (2019 - 2023)

Game Design & Art Collaboration - Student-run game development organization, offering workshops, events, and a year-long Mock Studio where students learn and collaborate on game development.

- Worked as both Designer and Programmer, familiar with rapid prototyping and building simple tools to streamline implementation and speed up development.
- Coordinated workshops on design concepts (e.g. level design, game loop, design pillars) and collaborated with other officers to lead a cross-function mock studio with 50+ members.

EDUCATION

University of California, Santa Cruz (2019 - 2023)

B.S. Computer Science: Computer Game Design