

KAI XIANG (NEO) ZHANG

GAME & CINEMATIC DESIGNER

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Social

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Portfolio

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SKILLS

- Unity
- Unreal (Blueprint)
- C# and C++
- Python
- Level Design
- Combat Design
- Character Design
- Narrative Design
- Cinematography
- Documentation
- English (Fluent)
- 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.

- Owned design on 10 levels, 7 bosses and monsters, and 1 hero—from ideation and prototype to implementation and rapid iteration—focusing on the combat and collaborative experiences.
- Helped lead the creative direction of 30 cinematics; worked with Animation Lead, Writer, and 3D/VFX Artists to deliver within tight budget constraints and deadlines.
- Collaborated with designers and engineers to creatively solve complex design challenges, leveraging or building upon existing scripts, while maintaining project scope.
- Led and/or participated 3+ weekly playtests, identifying areas for improvement and providing actionable feedback to iterate on mechanics, balance, and gameplay.

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-discipline mock studio with 50+ members.

EDUCATION

University of California, Santa Cruz (2019 - 2023)

B.S. Computer Science: Computer Game Design