

Neo Zhang

Game Designer

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Overview

Game designer with over 5 years of experience in crafting and implementing features and content, consistently delivering top-notch results in collaborative, fast-paced environments. Provides valuable and insightful feedback aimed at enhancing the game. Specializes in combat design, narrative design, level/map design, and character kit design. Additionally, possesses 5 years of experience in cinematography, storytelling, and narrative design, along with a high understanding of animation principles.

Work Experiences

Game and Narrative Designer - Contract

[Dreamhaven, Secret Doors](#)

Oct 2023 - Current

- Prototype, implement, and iterate 5+ encounters and 3+ ability systems to create exciting new combat strategies.
- Conduct 3 weekly playtests to exchange feedback and assess encounter, ability, and concept performance.
- Own and direct the creation of 25+ real-time cinematics, from ideation and storyboarding to execution in engine.
- Collaborate with writers to ensure narrative consistency, animators to review and pass animations, and artists to build VFX.

Volunteer Game Designer

P1 Virtual Civilization Initiative

July 2023 - Oct 2023

- Conceptualized 20+ biome variations, including its collectible materials, environmental features, and narrative elements.
- Designed 10+ creature abilities, with the focus on creature interaction, immersion, and progression goals.
- Participated in the improvement of cross-department communications and information pipeline.

Projects

[Ocean Odyssey](#) - Design Lead and Creative Lead

Jan 2023 - June 2023

- Design Lead for cross functional team of 13 in the development of an action-adventure game during a 20-week timeframe.
- Created short and detailed design documentations with flowchart, specs, and wireframes for features, systems, and narratives.
- Organized 30+ weekly cross-departmental meetings for check-ins, ideation, and design implementations.
- Coordinated tasks for 3 game designers, 4 programmers, 2 sound designers, and 1 writer to meet weekly design goals and specs.

Skills

Languages

Chinese-Mandarin (Native)
Japanese (Beginner)

Game Engine

Unity, Unreal 4 and 5, Godot 4

Tools

Blender, Figma, Favro, Jira
Spreadsheet, Excel

Scripting

C, C#, C++, Java, Python
Blueprint (UE4/UE5)

Education

University of California, Santa Cruz

Bachelor's Degree in Game Design
and Computer Science

Sep 2019 - June 2023

Organization

Game Design and Art Collaboration

Sep 2019 - July 2023

Film Production Coalition

Sep 2020 - Mar 2023

Taiwanese Student Association

Sep 2019 - June 2020

FRC 1458 Red Tie Robotics

Aug 2015 - June 2019

References

1. **Erin Marek** ([linkedin.com/in/erinmarek](https://www.linkedin.com/in/erinmarek) | emarek@secretdoorgames.com)
Game Director @ Secret Door
Ex-Senior Game Producer @ Riot Games
2. **Alvin Geno** ([linkedin.com/in/genoalvin](https://www.linkedin.com/in/genoalvin) | ageno@secretdoorgames.com)
Animation Lead @ Secret Door
Ex-Senior and Cinematic Animator @ Blizzard Entertainment
3. **Jerrick Flores** ([linkedin.com/in/jerrick-flores](https://www.linkedin.com/in/jerrick-flores) | jflores@secretdoorgames.com)
Senior Technical Designer @ Secret Door
Ex-Technical Game Designer @ Obsidian Entertainment