Jiale Zhang

3121 Barnard St, Savannah, GA 31405

qingyeeeee@gmail.com
+1 951-576-7587

SUMMARY

- A creative graduate student interested in emerging technologies to enhance innovative story-telling and deliver immersive gaming experiences, experienced in implementing solutions to drive user engagement. Confident in involving effective teamwork and exceeding expectations. I am looking for a 2024 summer internship opportunity in the game industry.
- Technical Skills and Software: 3D Graphics Animation Packages (Maya), Java, C, Photoshop, Substance 3D Painter, Unreal Engine, Unity, HTML, CSS, JavaScript, Microsoft Suites (Word, Excel, PowerPoint)
- Language Skills: Chinese (native), English (fluent), Japanese (intermediate)
- Interests: Creative Writing, Drawing, Video Games, Online Games, Game Platforms

EDUCATION

Savannah College of Art and Design   Savannah, GA
Mater of Fine Arts in Interactive Design and Game Development   Sept 2023 - Aug 2025
Cumulative GPA: 3.5/4.0
Core Courses: Effective Design Communication, Interactive and Game Design, Game Tech: Gameplay Scripting

University of California, Riverside   Riverside, CA
Bachelor of Arts in Theatre, Film, and Digital Production   Sept 2021 - Jun 2023
Cumulative GPA: 3.51/4.0
Concentration in Production and Design

INTERNSHIP EXPERIENCES

Shangrao Kaisheng Network Technology Co., Ltd.   Shangrao, China
Game Testing Planning Intern   Sept 2022 - Nov 2023
- Conducted testing on a roguelike Game to identify issues with data expansion and in-game characters
- Analyzed the game from aspects including UI/UX, functionalities, and stability, suggesting improvements in item design, level difficulty, and character design
- Compiled a report covering analysis results and improvement suggestions, helping the company develop a more competitive game

University of California, Riverside Drama   Riverside, CA
Group Prop Coloring Intern   Nov 2022 - Feb 2023
- Contributed to the construction of the performance stage for a play themed Yellow Face, selecting and deciding materials for the stage setting to align with the play's theme
- Crafted and decorated props for the stage by coloring the materials to enhance the visual attraction of the stage
- Designed seven promotional posters for the play, attracting more than 100 audiences.

PROJECT EXPERIENCES

Global Game Jam   Savannah, GA
Illustrator and Level Designer   January 2024
- Created pixel art assets for game scenes using Photoshop (such as potted plants, water coolers, desks, windows, etc.) and interactive animations
- Utilized Unity to construct game opening scenes and three game levels, integrating pixel art assets and animations into the game environments and levels

Royal Gears Game   Savannah, GA
Storyline Planning and Character Illustrator   Oct 2023 - Present
- Integrated elements of steampunk and Lovecraftian mythology from contemporary pop culture to write the storyline and establish the world view of a fantasy adventure SRPG game in a steampunk style
- Designed and planned the game's profession system, scenes, secondary action system, and strategic decision-making system
- Utilized Photoshop to design and illustrate prototypes, costumes, and props for all different characters in the game

Crab King Model Building   Savannah, GA
Game Scene Design   Sept 2023 - Nov 2023
- Utilized Maya to model and texture the architecture of Crab King and imported the model into UE5 game engine in FBX format
- Applied coloring in Adobe Substance 3D Painter, edited the colored textures into materials after importing into UE5 and placed within existing UE5 models
- Constructed an underwater scene in UE5, achieving a low-light, deep blue underwater effect by adjusting environmental settings
- Placed models into the built scene and surrounded with seaweed models constructed in Maya

Horror Puzzle Game Design and Development: My House of Horrors   Riverside, CA
Development Team Member   Jul 2022 - Oct 2022
- Developed an interactive game based on a popular network novel titled My House of Horrors
- Designed characters, difficulty levels, and background story (3 events, 4-hour storyline) for the game
- Created a game demo with teams of art, scene construction, and interaction design, presenting it to the main stakeholder
- Conducted usability testing with 10+ users, achieving an 80% replay rate