

Jayde Ju Zhou

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Phone: (917)680-0639
Position: Game Designer / Game Operator



EDUCATION

New York University - Tisch School of the Arts

- Master of Fine Arts in Game Design

New York, NY
09/2022–05/2024 (Expected)

University of Plymouth

- Bachelor of Arts in Digital Media Design (Game Design)
- Second Class Honors (upper division)

Plymouth, UK
09/2020–07/2021

Nanjing University of The Arts - School of Media

- Bachelor of Fine Arts in Digital Media Arts

Nanjing, China
09/2017–07/2021

RELEVANT WORK EXPERIENCE

Independent Game Design

Indie Game Designer

New York, US
09/2022–Present

- Game design with unity(C#). Creation of visual effects, scripting implementation of effects by Shader. Programmed dialogue system with C#, realized animation by IEnumerator coroutines.
- Production management, prepared detailed plans with Google Suite, assigned tasks, promoted communications and supported teammates to ensure development progress.
- Gameplay design, using game-related theoretical knowledge to provide a better experience with an academic basis for gameplay and level design.
- Supporting level design with UE5, visual design with SAI. Making 3D models and animations with Blender. Processed sound effects and background music by Au.
- Learned to design and edit narrative stories into non-linear structures for playability.

Wuxi MoLe Technology Limited Company

Intern, Operation

Wuxi, China
07-12/2020

- Developed and activated potential outstanding players and managed user groups.
- Experienced the game in-depth, recorded the game experience and bugs, and gave feedback to relevant departments for optimization.
- Involved in direct communication with players and absorbed valuable information about user demands and preferences.

Wuxi Broadcast Television Group

Intern, Division of News and Media

Wuxi, China
08-09/2019

- Fulfilled tasks of taking photos, interviewing, recording, writing tweets, publishing articles, etc.
- Mastered media acquisition and editing skills, and gained a preliminary understanding of the process and methods of media integration.
- Participated in nearly 10 projects and released more than 20 news on Weibo (Official Account: 无锡博报) and WeChat (Official Account: 无锡博报), readership increased by 30% year-on-year.

PROJECT EXPERIENCE

- *Designer*, Recess: Part trick-based card game, part balancing act, all about keeping your kids on the seesaw! 11-12/2022
- *Programmer, Gameplay Designer*, Trifles: A 3D detective video game based on Susan Glaspell's Trifles. 10/2022
- *Programmer, Designer*, Reincarnation: Inspired by a childhood nightmare and focuses on 2D textual storytelling. 09/2022
- *Designer*, The King: A board game designed based on SAI, MAYA, and 3D Printing. 11/2021
- *Designer*, Escape Speedy: A Parkour game realized by SAI, PS, MAYA, and Unity. 07-09/2021
- *Designer*, Raindrop: An animation created by SAI & MAYA. 09-10/2021

PROFESSIONAL SKILLS

Language: Chinese, English

Game Development: Unity(C#), SAI, Adobe Suite(Illustrator, Audition), Blender, UE5

Production Management: Google Suite, Microsoft Office, Notion

PERSONAL WEBSITE

Personal Website: www.jaydezhou.com