

TIANRUI (TERI) ZHANG

LEVEL / SYSTEMS DESIGNER

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PROFESSIONAL EXPERIENCE

Game Designer | Bytey - AI Food Platform with Gamified Systems

Aug 2024 - Jun 2026

- Defined core gameplay loops for a gamified AI chatbot; authored 10+ design documents for systems implemented in closed beta.
- Designed daily and weekly missions, achievements, and mission lines for different user types to support retention and progression.
- Built an 81-card collectible coupon system across 9 sets; balanced drop rates and rewards through spreadsheet analysis.

Game Designer | Warped Worlds - Chu Mo

May 2023 - Apr 2024

- Led a 15-person team developing an award-winning Chinese horror escape-room experience; coordinated production timelines.
- Hosted 200+ public play sessions and analyzed the behavior of 500+ players to guide design improvements.
- Independently designed and programmed the shared curse-solving database in Unity and C#; completed 10+ iterations using playtest feedback.

Game Director / Game Design Lead | ArtCenter College of Design - Ring City Champions

Jan 2023 - Apr 2024

- Led a 30+ person team from prototype to production on a 3v3 multiplayer hero shooter built around a competitive ball objective.
- Defined the gameplay vision, character classes, and combat roles; created initial character designs as team references.
- Whiteboxed Ring City Colosseum to establish scale, spatial flow, pathing, and combat goals; supervised iteration through team reviews and player feedback.

Level Design Intern | NetEase Games - Lifeafter

Jun 2022 - Aug 2022

- Redesigning survival-camp layouts in Unreal Engine, refining building placement and NPC routes for new-player exploration.
- Designed and shipped the Zombie Wave event, including loot tables, enemy spawn patterns, and level changes for resource acquisition.

Combat Design Intern | NetEase Games - Unannounced Third-Person Shooter

Jul 2021 - Sep 2021

- Collaborated with the Game Director on enemy, class, and weapon systems for a third-person PvE shooter demo.
- Designed and documented 6+ character classes and 10+ weapons; analyzed random-map generation and class design in three released games.

EDUCATION

Carnegie Mellon University | Master of Entertainment Technology | Aug 2026 - Apr 2028 (expected)

ArtCenter College of Design | BS in Entertainment Design (Game Design track) | Sep 2019 - Apr 2024

AWARDS & JUDGING

alt.ctrl.GDC - Judging Committee Member, 2025 - 2026

Chu Mo - alt.ctrl.GDC Audience Award, 2024

Chu Mo - IndieCade Live Action Award, 2023

SKILLS & CERTIFICATIONS

Game design: Level design, systems design, combat design, gameplay balancing, playtest iteration

Development: Unity, C#, animation, multiplayer, Input System; Unreal Engine 4/5, Blueprints, basic C++

Collaboration: Jira, Confluence, Hansoft, Perforce, GitHub

Certifications: ISTQB Foundation Level; ISTQB Game Testing