

TIANRUI (TERI) ZHANG

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United States

LEVEL / SYSTEMS DESIGNER

Game designer focused on multiplayer systems, level design, and physical interactive experiences. Designs playable prototypes and iterates through player feedback.

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

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

- Redesigned 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.