

Jerry Zhang (Zhang Yongliang)

Game Designer

A skilled and creative game developer. 7+ years of experience in the game industry, focus on combat design, content creation as well as tuning and balancing. Creating a meaningful game for the world is always my pursuit.

Education

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| 2014-2016 | MSc, Software Engineering
Wuhan University |
| 2007-2011 | BE, Computer Science
Wuhan University of Science and Technology |

Experience

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|--------------------------|---|
| 2020/12 – Present | Senior Combat Designer
Leyou Technologies Holdings Limited |
| | Currently working on a Japanese Action-RPG game's mobile version, featuring dark fantasy and minimalist storytelling <ul style="list-style-type: none">Leading the combat team to create the prototype from scratch3Cs and combat system designEnemy design and implementation |
| 2018/6 – 2020/12 | Senior Sandbox/Game Designer
Leyou Technologies Holdings Limited |
| | Working on an unannounced AAA hero action shooter with Certain Affinity for PC and Console <ul style="list-style-type: none">Weapon creation and balancingCreating character with art and tech teamEnemy creation and behavior tuningAlign design direction and philosophy with CATranslate design philosophy to the Beijing team to ensure consistencySupport production team to streamline Beijing studio's pipeline |
| 2017/4 – 2018/6 | Product Manager
Leyou Technologies Holdings Limited |
| | Worked for EvilEvil, a vampire cyberpunk first person shooter, with a Swedish game studio - Toadman. <ul style="list-style-type: none">Monitor the product quality and ensure the core game mechanic is well implementedEstablish the Meta-game framework (Progression & System), |

Personal Info

Website:

- iamjerryzhang.com

Phone

- +86 13797058172

Email

- yongliangz7@gmail.com

Skills

- Content creation
- Weapon balancing
- Game systems
- Engine editor (Unreal)
- Scripting language (Blueprint)
- Analytical skills
- Collaboration and teamwork

Language

- Chinese
- English

monetization solution with dev team

- On-site or remotely align design and production direction with stakeholders (Dev, Operation, and Marketing)
- Defining the content and MS schedule with the Dev team
- Reviewing every MS delivery and output improvement feedback/requirement to the Dev team

EvilvEvil Developer Diary

<https://www.youtube.com/watch?v=5wl5T3vNG1Y>

2016/4 –
2017/4

System Designer

Perfect World Co., Ltd.

As a system designer for ZhuXian (诛仙) Online Mobile, a leading MMORPG game in China.

- Leading tech and art team to implement whole pet system, works including pet conception, arts, combat, system rules and UI
- In charge of social systems, conducting achievable and fitting social system framework.

2015/1 –
2015/12

Junior Game Designer (Intern)

Ubisoft Shanghai Studio

Worked for Tom Clancy's EndWar Online, a freemium real-time strategy game.

- Designing and implementing in-game levels with art and tech team
- Collaborating with outsource team on localization
- Managing and deploying UI arts

Gameplay trailer

<https://www.youtube.com/watch?v=rWIEj3fltII>

2011/7 –
2014/4

Technical Consultant

Hewlett Packard Enterprise

Acted as a Technical engineer for the PwC IT Infrastructure management system.

- Service Management system tailoring and implementation
 - System secondary development for PwC customization
 - Maintaining the system, resolve technical issues and questions
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