Zhixian He

Game Designer

CONTACT

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SKILLS

GAME DESIGN
Rapid Prototyping • Puzzle Design

PROGRAMMING
C# • Rust • JavaScript • Kotlin
C/C++ • Lua • LaTeX

GAME ENGINE
Unity • Godot • PICO-8 • Love2D

MODELING
Blender

LANGUAGES
Chinese • English

ACTIVITIES

A Telegram channel broadcasting first-hand video game news, available at t.me/s/DansGN

EDUCATION

New York University, Brooklyn, NY   Sept. 2020 - Present
Game Design MFA
- TSOA Graduate Scholarship for the 2020-2021 academic year.

BUPT, Beijing, China   Sept. 2016 - June 2020
Internet of Things Engineering BSE
- Third-class scholarship for the 2017-2018 academic year.
- Excellence Award of the 4th China "Internet+" College Students Innovation Competition.

GAMES

Swop   Oct. 2020
Puzzle Game
- An entry Ludum Dare 47.

A White Room   Sept. 2020
Visual Novel
- Assignment for Game Studio I at NYU Game Center.

SHIFT   Sept. 2019
Puzzle Game
- An entry BOOOM Game Jam.
- My role in the project is the lead game designer and programmer.

Vane   Jul. 2019
Puzzle Game
- An entry to NGC Game Jam.
- My role in the project is the lead game designer and programmer.

OPEN SOURCE PROJECTS

First Person Drifter   Oct. 2020
Unity Package
- A simple first person character controller based on Ben Esposito's original project.

YABC   June 2019
Android Application, Kotlin
- An Android client for bgm.tv.

ROTP   May 2019
CLI Application, Rust
- An One Time Password command line tool written in Rust.

Android Password Store Contribution   May 2019
Andrid Application
- Contribute the Steam OTP generation function.