JAYDEN ZHANG

jaydengames.com

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ENGINES:

- Unreal Engine 4/5 [EPIC]
- SNOWDROP [UBISOFT]
- DUNIA 2 [UBISOFT]
- Unity 3D [UNITY]
- Creation Kit [BETHESDA]
- Hammer [VALVE]
- Divinity Engine 2 [LARIAN]

LANGUAGE:

- C++
- C#
- Python
- Lua
- Blueprint

SKILLS:

- Technical Design
- Level Design
- Encounter Design
- Gameplay Programming
- Network
- Rendering
- Agile Development

SUMMARY

Started to create games since 2014, participated in multiple AAA and Indie projects with a well-shaped game development knowledge base, Enthusiastic and quick adaptor of new tech. With hand on experience to solve critical tech. issue and can boost the whole team's efficiency.

PROFESSIONAL EXPERIENCES

UBISOFT *[Apr. 2022 - Present]*
Associate Technical Director, Level Design [L2]
- **Design, prototype and as feature owner** of critical gameplay features.
- **Assess risks** for new design, review for submission and debugging across a wide variety of job families including UI, AI, Network, Rendering, Animation.
- **Training and Mentoring** for Level Designers and Level Artists
- **Assist TD** and track tasks for sprints to make sure the project deliver on time.
- **Develop** multiple utility/automation tools to drastically boost efficiency, including faster search, local matchmaking, map migration helper,
- **Interview and Assess** candidates with questions as TD hiring manager.

UBISOFT *[Sept. 2020 – Apr. 2022]*
Technical Designer [L1]
- **Collaborate** with Programmers, Designers, Audio Team, UI Team to **design and implement** new gameplay feature in Season Pass
- **Foreseen potential risks** for new design, perform technical training for nonprogrammer, set up guidelines and pipelines.
- **Technical support** for Level Designers, Artists, Audio Designers on related fields
- **Improve a tool** to locate and prioritize bugs in game for better efficiency.
- **Developed** a tool to auto distribute thousands of bugs to correct assignees based on map segments, cut 4 days manual workload to 40 minutes.

PRIOR EXPERIENCES

Southern Methodist University, TX, USA --------------------------------- *Technical Designer*
[2018.8 – 2020.6] *Gameplay Programmer*
Teaching Assist, Programming

Gearbox Software, Frisco, TX, USA --- *Game Designer*
[2019.5 – 2019.7]

NVIDIA Corp., Shanghai, China ----------------------------------- *Content Tech Engineer*
[2017.7 – 2018.5]

Self – employed, Shanghai, China ------------------------------ *Indie Game Developer*
[2014.9 – 2017.5]

RECENT PROJECTS

Tom Clancy's The Division 2 --- *Snowdrop, Ubisoft*

Far Cry 6 --- *Dunia 2, Ubisoft*

Network Ability Framework --- *UE4, Solo*

Control Player's Tension with DDA-ed Encounter Design ---- *Divinity Engine 2, Solo*

EDUCATION

2018 – 2020 [2 yrs.] **Master of Interactive Technology in Digital Game Development @** Southern Methodist University