

JAYDEN ZHANG

Associate Technical Director @ UBISOFT

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SUMMARY

Started to create games since 2014, participated in multiple AAA and Indie projects with a well shaped game development knowledge base. With hands-on experience to solve critical tech issues and boost team member's efficiency. A veteran Unreal Engine developer since Unreal 3 (UDK)

SKILLS

Programming Language

C++ · Blueprint · Python · Lua · C#

Engine Experiences

Unreal Engine 4 · Unreal Engine 5 · UDK ·

Snowdrop Engine · Dunia Engine · Unity ·

Divinity Engine 2 · Anvil Engine ·

Source Engine 2 · Creation Kit

Development Skills

Gameplay Programming · Network ·

Performance Optimization ·

Technical Design · Level Design

Production Tools

Perforce · JIRA · Confluence · YouTrack ·

Visual Studio · JetBrains Rider

LANGUAGES

English

Proficient



PROFESSIONAL EXPERIENCE



Tom Clancy's Rainbow Six Siege - CN

09/2024 - Present

Ubisoft | Associate Technical Director

Shanghai, China

- Onboarding new members with training materials in **2 months** while in charge of **2 projects simultaneously**.
- Communicate with Programmer and content team to improve GAV compliance mandate, including evaluating and assess new tools during the ramp up phase



Tom Clancy's The Division 2 - CN

09/2023 - 11/2024

Ubisoft | Associate Technical Director

Shanghai, China

- Lead team of 2 (was 3) TDs** and provide technical solutions across various aspects, from writing the underlying code in C++ to high level scripts, behavior trees, tools.
- Technical feature owner for new 32 player PVE Dark zone, **with avg. Participation rate of 46% the active players** during this mode opening.
- Technical feature owner for new abyss (endless dungeon) mode, which became a major content for progression every season
- Create P4 source control tools with python, file integration automation tool, **saved 94% workloads (9 month works to 2 weeks)**.
- Provide technical support for audio team, create audio framework for wwise event to work with.
- Onboarding, training and supervise LD's script and provide technical supporting on all aspects for content teams.



Tom Clancy's The Division 2 - WW TU19

05/2022 - 09/2023

Ubisoft | Associate Technical Director

Shanghai, China

- Assist TD to establish production pipeline by utilizing JIRA smart checklist and technical checklists.
- Responsible for all Hellfire boss beat techs. Including writing all logics of behavior tree, skill scripts, all in level gameplay elements, and architecture of level scripts.
- Provide technical support for audio team, LD team, Data Tracking and TA team.
- Took initiative to establish weekly technical sync meeting to train designer's tech skill. Review issues and solutions for the whole team.
- Host tech kick off meeting for designers to preview the architecture of their design before head to ensure that there solution can be executed. **Results in 0 rework on all major features across the project.**



Far Cry 6 - Inside The Mind DLC

09/2020 - 11/2021

Ubisoft | Junior Technical Designer

Shanghai, China

- Collaborate with Programmers, Designers, Audio Team, UI Team to design, implement the fast travel portal feature.
- De-risk for new features, and implement them in the editor.
- Set up guidelines and how-to doc. For developers.
- Regular check-in with stack holders and change implementation based on feedback.
- Provide support for LDs on their setup and script, Audio Team on their debugging process, Tracking bugs in the codebase with programmers.
- Extended existing in editor JIRA tool in python to directly locate and prioritize bugs in game for better efficiency.
- Developed auto task distribute tool to assign thousands of bugs to correct assignees Based on map segments, **saved 98% workloads(4 days works to 40 minutes)**.

EDUCATION



Master of Interactive Technology

09/2018 - 06/2020

Southern Methodist University

- Master of Interactive Technology in Digital Game Development @ Southern Methodist University

ADDITIONAL EXPERIENCE



Scorpio RPG Framework

11/2023 - Present

Unreal Engine 5 | Solo

An Unreal Engine 5 based RPG framework plugin in C++

- Scorpio RPG Framework is an Unreal Engine 5 plugin that should establish a foundation for single-player RPG genre to create upon on it.
- Include streamlined serialization helper, Save Load Framework, Vendor and Trading system, Mini Games. Dialogue and Quest system with editor. Modular UI system. Modular Gameplay Event, Condition and Tasks to create game flow purely by data.
- Utilized unreal subsystems to manage the world state, using GAS for character attributes and stats. Asset Manager to manage data and many more.



Network Ability Framework

01/2020 - 06/2020

Unreal Engine 4 | Solo

LINK: [An Unreal Engine 4 based Network framework plugin in C++](#)

- A custom learning purpose framework before GAS system has been fully introduced to unreal to recreate an ability framework that can be used to quickly prototype MOBA or Co-op action game genre.



Tex Mechs (Available on steam)

07/2019 - 12/2019

SMU GUILDHALL | Gameplay Programmer

LINK: [Academic Team Project](#)

- Responsible for combat & weapon system, audio system, VFX framework, tagging system. Collaborate with other programmers on UI and Behavior Trees.

<https://store.steampowered.com/app/1062070/TexMechs/>



Go Go Kart

02/2019 - 06/2019

SMU | Visual & Audio Programmer

LINK: [Academic Team Project](#)

- Create pixel/vertex shaders with HLSL and Material Editor (UE4) for particles, post process effect and object materials
- Create Dynamic Audio System that automatically duck down sounds based on AI/Player, and 3D Spatialized Sound for Single-player mode



Project 1v1

05/2019 - 07/2019

Gearbox Software | Designer Intern

Unreleased project

- Designer Intern for Unreleased Title Project 1v1



Advanced Marker Kit (Unreal Marketplace)

01/2017 - 12/2017

Unreal Engine 4 | Solo

LINK: [An Unreal Engine 4 based UI marker plugin in blueprint](#)

- A custom UI marker solution that support quickly add variant markers for different games and with network replication. Was published on unreal marketplace



GPU Perf. QA

07/2017 - 05/2018

NVIDIA | Content Tech Engineer Intern

NVIDIA Perflab

- Follow the test plan to do the validation test with graphics cards and motherboards. Include Compatibility, Reliability, Technical Validation and Game Performance test.
- Maintain and modify general test case and test plan. To ensure the plan can cover the test items of all the latest functions and designs in time and avoid any issue escape.
- Provide debug and troubleshooting recommendation to design team.