

RUOYU ZHANG

Game Designer

<https://ruoyuzhang.com>

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Savannah, GA, USA

PROFILE

Game designer focused on mechanics and systems design, with experience building and iterating on collaborative projects. Interested in refining player experience through playtesting, feedback loops, and system-driven design decisions.

LANGUAGES

- Mandarin — Native
- English — Fluent

SKILL SET

SOFTWARE SKILLS

- Unreal Engine
- Autodesk Maya
- Adobe Creative Suite: Photoshop, Premiere, Illustrator, Substance Painter, Substance Designer

CORE SKILLS

- Gameplay & Systems Design
- Game Mechanics Design
- Playtesting & Iterative Design
- Player Experience Optimization
- Creative Problem Solving

EDUCATION

Savannah College of Art and Design (SCAD)
Master of Fine Art, Game Development

Savannah, GA
Sep 2023 – Jun 2026 (Expected)

The State University of New York at Stony Brook
Bachelor of Arts, Economics

Stony Brook, NY
Sep 2019 – May 2023

RELEVANT PROJECTS

Hobo & Bubble

Team Lead & Gameplay Programmer — Global Game Jam
Best Art, SCAD SITE · Jan 2025

- Led design and programming during a 48-hour game jam, defining core mechanics and overall gameplay direction.
- Built primary gameplay systems and structured moment-to-moment flow for clarity and responsiveness.
- Collaborated with artists and guided scope decisions to deliver a polished, playable build.

Trailer & Project Page:

<https://www.youtube.com/watch?v=j4r3lxwUBJs>

<https://globalgamejam.org/games/2025/gamejam-3>

Farewell, Colleagues

Game Design & Level Design — Global Game Jam, SCAD SITE
Jan 2025

- Led gameplay and level design within a five-person team under tight time constraints.
- Designed and refined core mechanics, level layouts, and pacing to guide player experience.
- Created sound effects to reinforce gameplay feedback and atmosphere.

Trailer & Project Page:

<https://www.youtube.com/watch?v=GSbogllZnc8>

<https://globalgamejam.org/games/2024/farewell-colleague-2>

Linked Out

Gameplay Design & Programming — Class Team Project
Online Event · Apr 2024

- Led gameplay direction and technical implementation for an asymmetrical cooperative multiplayer project.
- Designed systems centered on role dependency, communication, and shared problem-solving.
- Iterated through multiple playtests, refining clarity, pacing, and cooperative flow.

Trailer & Itch.io Page:

<https://www.youtube.com/watch?v=kHh-CrP3DVU>

<https://rem0087.itch.io/linked-out-demo>

Mindows Chess

Game Design & Game Art — Ludum Dare
Apr 2024

- Took a leading role in shaping mechanics and narrative framing within a short development cycle.
- Contributed to visual presentation while iterating on gameplay based on feedback.
- Delivered a complete and playable build by the end of the event.

Jam Page:

<https://ldjam.com/events/ludum-dare/55/mindows-chess>