

Bocheng Yao

Game Designer, Programmer

PROJECTS

Game Designer, Programmer, Producer | *Chase of Illusion*

- A 2D shooting platformer for game production class.
- Designed the gameplay mechanics and levels.
- Responsible for all the programming work.

Lead Programmer, Co-Designer | *Amira's Blessing*

- A narrative game for game design class.
- Designed some of the gameplay together with my teammates.
- Be responsible for 80% of the programming work.

Designer, Programmer, Artist | *WindOW*

- Personal project. 2D Puzzle Platformer.
- Responsible for every aspect of the game.

Designer, Programmer | *Stellar Echo*

- A 3D Kinect rhythm game for HCI class in undergrad.
- Designed and implemented the gameplay of the project.

WORK EXPERIENCE

Game Design Intern | Shenzhen iDreamsky Technology Co, Ltd.

- Took charge of the level design and adjusting the level difficulty.
- Took part in the QA of the game, finding bugs and writing bug reports.
- Balanced different player character's abilities.

Research Assistant, Programmer | Shandong University

- Worked for a Kinect-based VR Maze project as a student research assistant.
- Be responsible for the implementation of the data management and level generating part of the project.

EDUCATION

University of Southern California

MFA in Interactive Media & Games, August 2020 - June 2023

Shandong University

BE in Digital Media technology, September 2016 - June 2020

Contact:

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SKILLS

Game Design & Production

- Gameplay Design
- Level Design
- Rapid Prototyping
- Narrative Design
- Agile Development

Programming

- Unity – C#
- C++
- Python
- MATLAB

Art

- Blender
- Maya
- Adobe Photoshop
- Adobe After Effects
- Procreate

Audio

- Adobe Audition
- Wwise

Language

- English - Fluent
- Mandarin - Native
- Cantonese – Native