

# Bocheng Yao

Game Designer, Programmer

Contact:

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## 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.

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## 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.

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## 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

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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