

# QIQING "CHEE" ZHANG

Level Designer | Game Designer Boston, MA, Open to Relocate

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## EDUCATION

Northeastern University, MS  
2021-2023  
Game Science and Design

Shandong University, BS  
2017-2021  
Digital Media Technology

## SKILLS

Level Design, Game Design,  
Quest Design, C++, C#,  
Visual Programming, Pixel  
Drawing, Data Visualization,  
Communication

## SOFTWARE

Unity, UE4, UE5  
Adobe Photoshop  
Adobe Premiere Pro  
Adobe After Effects  
Adobe Audition  
Microsoft Office  
3ds Max, Maya, Blender  
Aseprite  
RPG Maker MV

## HONOR

Two Third-place awards in  
Shandong Digital Media  
Creative Competition

25% Scholarship for  
Tuition upon Admission at  
Northeastern University

## WORK EXPERIENCE

LAB RESEARCHER - PART TIME Sep 2021 - June 2022  
Northeastern University Immersive Lab, Boston, MA

- Leader of the level design team of a virtual reality-based physical rehabilitation game project.
- Conceptualized and developed a demo illustrating the transition of the environment from a desert to an oasis as the patient's condition improves.
- Co-authored a related paper "Magic Mirror on the Wall: Reflecting the Realities of Lower Limb Rehabilitation in Virtual Reality" on 2022 ISMAR-Adjunct

GAME DESIGNER - INTERNSHIP Oct 2020 - Mar 2021  
Dianchu Technology, Shenzhen, Guangdong, China

- Designed and rapidly prototyped games using Unity with C# and visual programming, directly presented to the boss weekly, successfully delivered 5 game prototypes of different genres.
- Led the team in designing a match-3 game combined with turn-based battles, drew prototype charts with Axure
- Took part in the internal testing of the company's Hero Bump project and proposed suggestions for balancing adjustments.

## PROJECTS

HONGXING KINDERGARTEN Sep 2022 - Now  
Level Designer, Team Project  
Weirdcore-style horror game garnered over 300k views on Youtube

- Designed a distinctive cathode ray tube style game interface
- Designed levels based on Chinese millennial weird-core style and developed core mechanics and functions in Unity(C#)
- Organized and led team meetings for game iteration cycles and division of responsibilities

QUMO Sep 2022 - Dec 2022  
Game/Level Designer, Team Project  
Co-op horror game centered on asymmetric info and communication

- Created unique mechanic that demands one player views the manual and the other sees the screen
- Designed and implemented decryption elements for the game inspired by Chinese traditional exorcism rituals, and created the game manual.
- Designed and modeled the game scenes using Blender independently, including a 1:1 replica of the classroom where players conducted game tests, to add meta elements to the gameplay experience

PRISON IN DREAMS Oct 2020 - Nov 2020  
Turn-based, monopoly-style game  
Game Designer, Individual

- Designed and implemented the game mechanic combined chasing with turn-based monopoly game map
- Collected and adjusted game art and audio assets to ensure consistency in art style and suitability for the narrative