

AIMS ZHANG

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Game Designer & Artist

Los Angeles, CA

Work —

2018-Present

Tender Claws

Unannounced Projects (Senior Game Designer & Artist)

- Led the design of various scenes, levels, minigames, and enemy encounters for two unannounced single-player VR games.
- Directed the work of artists, designers, and interns.
- Created game design documents and pitch decks for new projects.

The Under Presents (Game Designer & Artist)

- Designed a multiplayer interaction system and social spell-casting system that encourages exploration and teamwork for an award-winning, networked VR, live immersive theater experience.
- Collaborated with engineers and artists to design and script levels for an open world inhabited by both players and live actors.
- Implemented animations and art for live and pre-recorded stage acts, interactive environments, and magic rituals using custom Unity tools.

Tendar (Art Director & Game Designer)

- Concepted and created a majority of the final 2D and 3D art, animation, vfx, and rigs for a critically acclaimed Google-sponsored AR mobile game where players feed an AI fish their feelings.
- Designed mobile AR UX/UI and worked closely with engineers to implement interaction mechanics and art assets.

Virtual Virtual Reality (Game Design & Art Intern)

- Worked with a multidisciplinary team to design and implement levels, AI characters, props, and animations for the first expansion of a bestselling, critically acclaimed, and award-winning VR game.

2018-Present

Angel Matrix

Neon White (Level Designer)

- Used proprietary tools in Unity to create a variety of scenarios to test game mechanics, graybox over 200 levels, design enemy encounters and place art assets for a single-player speedrunning FPS.
- Documented and tracked level concepts and features.
- Ran playtests and analyzed data to iterate levels, enemy encounters, collectibles, mission structure, and level order.

Education —

2016-19

The University of Southern California

B.A. in Game Design, Minor in 3D Animation, graduated *summa cum laude*

Tools —

Software

Unity (C# Scripting), 3ds Max, Maya, Photoshop, Illustrator, MotionBuilder, Git

Skills

Level design, systems design, rapid prototyping and iteration, grayboxing, game design documentation, 3D modeling, animation, UX/UI, rigging

Honors —

IGDA Scholar, GDC Narrative Review Gold Winner, USFSA Gold Medalist