

# Aims Zhang

Game Designer

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## Work Experience

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### Mission Designer III — Lightspeed L.A.

04/2022 - Current

#### *Last Sentinel*

- Designed and implemented main story missions for a narrative open-world action-shooter
- Prototyped gameplay content and features in UE5 using blueprints and proprietary tools
- Created a variety of level blockouts and enemy encounters for open world missions
- Closely collaborated with multiple disciplines to bring missions from concept to ship

### Level Designer — Angel Matrix

10/2018 - 09/2019 | 09/2021 - 01/2022

#### *Neon White*

- Designed +150 blockout levels for Neon White, an award-winning movement FPS game for PS4/5, Nintendo Switch, and PC published by Annapurna Interactive
- Created replayable missions, sidequests, and collectible content alongside an evolving combat loop and player moveset
- Discovered the types of layouts, metrics, and enemy compositions that make the movement and combat mechanics shine
- Brought levels from paper concept and blockout to a fun and shippable state

### Senior Game Designer & Artist — Tender Claws

03/2018 - 03/2022

#### *The Under Presents*

- Designed a multiplayer interaction system that promotes exploration and teamwork for an award-winning networked-VR game featuring both players and live actors
- Created content and implemented assets for the base game and Tempest DLC

#### *Stranger Things VR | Virtual Virtual Reality | Virtual Virtual Reality 2 | TendAR*

- Game design, level design, 3D art and animation for multiple award-winning VR and AR games from concept and pitch to polish and ship

### Game Director — USC Games

02/2018 – 07/2019

#### *Plasticity*

- Led a team of 30 to create a 2.5D cinematic platformer about sustainability
- +40k downloads on Steam, Showcased at E3, Games for Change, and IndieCade, Featured by Forbes, Rock Paper Shotgun, and The LA Times

## Skills

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Game design, level design, mission design, scripting (blueprint, C#) | Hard surface modeling, rigging, 3D animation | Rapid prototyping and iteration | UX/UI

## Software

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Unreal, Unity, Godot | 3ds Max, Maya, MotionBuilder | Perforce, Git | Photoshop, Illustrator

## Education

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### University of Southern California

2016 - 2019

Bachelor of Arts in Interactive Media and Game Design – GPA: 3.96

Minor in 3D Animation in Cinematic Arts