

Ruocheng (Sam) Yaoxi

Boston, US - Open to relocation

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WORK EXPERIENCE

Game designer | *MoreFun Studios, Tencent IEG*

July 2019 - May 2021 | Shenzhen, China

Project: Arena Breakout

- Designed and tested the initial version of sound-based gameplay mechanics for weapons and characters in Unreal Engine 4. Documented design specifications and led follow-up iteration.
- Worked with VFX artists to improve visual effects for four weapon classes, providing feedback to ensure consistency with gameplay mechanics.
- Supported SFX designer to design and test 20+ unique weapon sound effects and their performance in four maps. Documented design specifications.
- Coordinated with level designers to optimize weapon stats, ensuring balanced combat situations across four levels.
- Developed 20+ character-defining voice lines for NPCs, heightening the game's immersive experience and adding depth to the game's story. Documented resources usages for further maintenance.
- Collaborated with cross-functional teams (PM, Developer, QA, Arts and Sound).

Game designer Internship | *Gaea Mobile*

June 2018- August 2018 | Beijing, China

Project: Heroes of Camelot

- Addressed 25 unique design requirements for the latest card figure and coordinated with the art team to ensure all design specifications met the overall game's aesthetics.

PROJECTS

Grandpa's Treasure

- Developed and implemented game mechanics in Unity 3D and C#.
- Conducted thorough testing of all game functions to identify and resolve any bugs.

The Way Back

- Designed and developed game mechanics, user interface, and game levels using Unity 3D and C#.

MoeMoe Fighter

- Created and refined the game's level through iterative playtesting.

EDUCATION

Northeastern University

Sep 2021 - May 2023

M.S. in Game Science and Design

University of British Columbia

Sep 2013 - May 2019

B.S. in Computer Science

SKILLS

Design

Rapid Prototyping | Gameplay design | Level design | Greyboxing | Problem solving | Playtesting | Player experience design | Narrative design

Development

Unity 3D | Unreal Engine 4 | C# | Documentation | Software Testing | Agile development | Teamwork | Communication

Tools

Figma | Trello | Blender | Sketch | Adobe Creative Suit | Jira | Git | JetBrains rider | Microsoft Office

HONORS

Silver Award - MiniGame Project

2019 | Tencent IEG

MoeMoe Fighter, Second place of the MiniGame Project

COMMUNITY ENGAGEMENT

TRPG club and Game Master

September 2014 - December 2018

Member of the TRPG club and held several games as the game master with 10 people.