ZIHAN LI

zihan0118@outlook.com | Philadelphia, PA| 267-500-4273
www.linkedin.com/in/zihanli990118| www.zihanli.org (code:091294)

EDUCATION

University of Pennsylvania   Philadelphia, USA
Master of Architecture, Time-based Interactive Media Certificate - GPA: 3.72/4.0   09.2021 - 12.2024
Coursework: Mixed Reality, Environment Animation, 3D Modeling, Design Studio

Beijing Forestry University   Beijing, China
Bachelor of Engineering in Landscape Architecture - GPA: 3.75/4.0   09.2017 - 07.2021

PROFESSIONAL EXPERIENCE

Tencent – Timi Studio Group   Hangzhou, China
Game Designer Intern, Honor of Kings World - Unreal Engine Project Link   05.2024 - 08.2024
• Designed **competitive multiplayer levels** for the 4v4 Push mode. Created a **level block-out** tailored for action-combat gameplay in **UE4**. After multiple playtests and iterations, the design was adopted in the early version demo.
• Designed 5v5 **features** for **guiding lines, spectating, and the death-to-respawn process**. Wrote **design documents**, created low-fidelity interfaces with **Figma**, and collaborated with game play engineer, UX designer, artists, and PM to develop these features, thereby improving the map navigation and competitive gameplay flow of Push.
• Collaborated with level artists to design the **map's theme**, adjust lighting, and refine terrain, water, and plant assets in alignment with the world bible.

Funplus   Hangzhou, China
World Design Intern, Open World Pet Game Project - Unity Project Link   05.2023 - 04.2024
• Designed a **1*1km Multiplayer online social hub** level in the large **open world map**, integrating urban planning and gaming mechanics, utilizing **CityEngine**, **Houdini** and **UE4** for PCG modeling and block-out prototyping.
• Designed sub-levels of the **lobby,** including the Plaza, Academy, Arena, and Commercial District. Implemented **Unity components** to set up map entry, NPCs, objective areas, lighting, VFX, and audio, completing the level prototype.
• Conducted **AI research** on AI NPCs, AIGC drawings, and AI modeling. Produced and presented weekly research reports, which ultimately led to collaboration with the **CreatIn** and **Microfeel** teams.

ZGF Architects LLP   Portland, USA
Architecture Design Intern   05.2022 - 08.2022
• Participated in **PDX Next Terminal Core Redevelopment** project. Documented and revised construction drawings in Revit.
• Designed the marble-finished interior walls and façade of PDX and prepared and material samples for concession work.

ACADEMIC EXPERIENCE

StudioTeka Design LLC   (Remote) NY, USA
Designer Volunteer, Sachs Art Foundation Project: Year 2180 - Unreal Engine   01.2024 - 06.2024
• Contributed to the optimization of a **first-person survival VR game** set against climate change.
• Used African Adinkra Symbols to design the **puzzle gameplay** and completed the train station level prototyping in UE5.

Mini Game project: Floating Otter   Philadelphia, USA
Game Designer, 3D Artist   10.2021 - 12.2023
• Designed levels for the autumn and summer chapters. Completed level block-out and developed the level art of **terrain sculpturing**, asset placing, lighting, and **rendering pipeline adjusting** in **Unity**.
• Completed the feature design of the Salmon and **modeled, textured, rigged, and animated** the character in **Blender**.

OTHER EXPERIENCE

IOS AR Application: Unity based Alice-themed campus exploration iOS mini game application   01.2024 – 05.2024
Schenck-Woodman Scholarship Competition First Prize Scholarship   01.2022
JDC 2020 International Architecture Student Design Competition, The Finalists Award   10.2020 - 12.2020
2019 CHSLA Design Competition, Masterpiece Award   07.2019 - 08.2019
Founder of an online store of pins product design with turnover reaching 70,000RMB   2018 - 2020

SKILLS

Modeling/Rendering	Rhino, **Blender**, **Maya**, Grasshopper, **ZBrush**, C4D, **Substance Painter**, V-Ray, Twinmotion
Game Development	**Unity 3D, Unreal Engine 4/5, Coding (C++, Python, Blueprint)**
Graphics/UI	**Figma**, Canva, Photo Shop, Adobe Illustrator, InDesign
Other	**PForce**, Premier, Dancing, Guzheng, **English (Fluent)**, Mandarin (Native)
Game Experience	Valorant (250h Bronze), Splatoon (300h A+), Overwatch (80h Lv50), Zelda (200h), P5r (60h), Cyberpunk2077(100h), Super Mario Odyssey (clear), It Takes Two (80h), HOK (Gold)