

# BOCHAO WANG

Game Designer

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<https://bochaowang.com>

## SKILLS

### Design

- Game Design
- Level Design
- Table-Top Game Design
- Narrative Design

### Engineering

- C# & Unity
- Unreal
- Artificial Intelligence
- Python & Lua

### Others

- Math Skills
- Team Management
- Agile Development
- Music Composition
- Latex & Markdown
- Photoshop & Illustrator
- Pixel Art
- Maya

## PROJECTS EXPERIENCE

### MegaMix

Current | Unity

- A Rhythm-Based 2D Platformer
- **My Role:** Designer, Engineer Producer

### Never Wither

July 2016 | Unity

- A Narrative-Based Serious Game about Color Blindness
- **My Role:** Lead Designer, Lead Producer, Music Composer

### D-Tronics

Feb 2016 | Unreal

- A Single-Player Racing Game with a "Tron" Art Style
- **My Role:** Game & Level Designer, Producer, Engineer, 3D Modeler

### E.D.O

Jan 2016 | Unity

- A City Simulator about Emergency Dispatch Officers
- **My Role:** Game Designer, Producer

## EMPLOYMENT

### Teaching Assistant - Object Oriented Programming with Python

2016-2017

University of Utah, United States

## EDUCATION

### Master of Entertainment Arts & Engineering - Production Track

2015-2017

University of Utah, United States

### Bachelor of Science in Applied Mathematics

2009-2013

University of Wuhan, China