

# Suyi Diao

sd3894@nyu.edu

646-864-8926

Portfolio: <https://diaosuyidsy.github.io/>

## EDUCATION

---

<b>NYU Tisch Game Center</b>	Master of Fine Arts, Game Design	Aug 2018 – May 2020
<b>Vanderbilt University</b>	Bachelor of Engineering, Computer Science Minor: Studio Art	Aug 2014 – May 2018

## INTERNSHIP

---

**Netease Game, Inc.** – Game Designer; Hangzhou, China May – July 2016

- Designed and wrote the history of the new map for a mobile MMOFPS *Eternal Frontier*.
- Designed, wrote and implemented the new storylines on the new map.
- Created and implemented 2 new types of quest in the story lines.
- Wrote and designed an original 100-chain quest line and went through 3 times of iteration for perfection and changes.
- Created multiple new AI behaviors for quest lines and boss fight

**Baitianinfo, Ltd.** – Game System Designer; Guangzhou, China May – Aug 2015

- Designed gaming systems for the first mobile game Baitian made, *Sanguo*.
- Worked with and coordinated among teammates in a team of 15, accumulated experiences in:
  - Writing formal and systematic game design documents for gaming systems as well as game mechanics
  - Using Axure RP to quickly prototype gaming system
  - Learned to express idea clearly to both programmers and graphic designer and coordinate them with each other to realize designer's idea
  - Improve target functions quickly through prototyping

## RELATED COURSEWORK

---

### **Game Design**

- Rapid prototyped and polished multiple board games that are mechanics focused
- Hold playtest sessions and practiced utilizing critiques

### **Game Studio**

- Developed a Visual Novel, a Walking Simulator and a physics game using Unity in small teams

### **Virtual Reality**

- Developed a narrative VR walking simulator, Medieval Cyprus, discussing the influence of culture to storytelling around 1200s

### **Programming Patterns**

- Implemented and experimented with multiple software design patterns including Object Pool, Singleton, Observer, etc.

### **Algorithms**

- Learned and implemented a wide range of algorithms including sorts, graph search, etc.

### **Undergraduate Research: Different VR Traverse Methods**

- Conducted research surveying the effectiveness of 4 VR traversing methods

### **Data Structure**

- Implemented various data structures and used them to solve difficult problems, including heap, tree, linked-list, etc.

### **Database Design**

- Created a SQL database simulating Blizzard Battlenet from design to implementation

## SKILLS

---

- **PROGRAMMING:** Unity/C#, C/C++, Java, JavaScript, Python, Unity ECS, Cocos-2dx, SQL
- **GRAPHIC DESIGN:** Adobe Photoshop, Illustrator, Premiere Pro
- **PROTOTYPING:** Playtesting, Axure RP, Excel, Behavior Tree