



**YIMING ZHANG**  
Game Producer

Dear Recruiting Manager:

I am Yiming Zhang, a passionate indie Game Producer seeking an opportunity to be part of top game industry.

As an independent video game producer, designer and programmer hybrid, I have rich experience to collaborate with both the engineering and design teams. My special skill is to build core game-play and technical system to improve the level of interactive experience.

So, I can be the candidate who:

- Has experience crafting technical systems that enable gameplay.
- Is proficient in Unity3D for quickly prototyping gameplay.
- Is skilled at creating fluid user interaction with rich feedback.
- Enjoys enabling team members by improving with creative pipeline.
- Is comfortable with cross-disciplinary work and collaboration.
- Believe in the practice of rapid prototyping and relentless iteration.
- Have a desire to create meaningful, enriching experiences that touch and inspire players.

Please see enclosed a copy of my CV, showreel([yimingzhang.com/showreel/](http://yimingzhang.com/showreel/)) and other required documents.

Thank you very much.

Yiming Zhang

## CONTACT

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## ABOUT ME

I spent my time creating game, animation and other “interesting” things.

My projects has releasted in App store and some public places around China and Australia. But that is not really important. The important is how do you feel about my works. You should take a look at them.

## CONTACT

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**M:** emsenjones@gmail.com

## EDUCATION

- 2015-2018      Master Of Animation Game and Interactivity,  
RMIT University.
- 2008-2012      Bachelor of Animation, JiNan University.

## EXPERIENCE

- 2018-Now      Game Producer, ChillyRoom(Shenzhen) Co.Ltd
- 2012-2013      Art Engineer, Jumho Electric(Guangzhou) Co.Ltd.

## SELECTED PROJECTS & OUTCOMES

- 2022      Game: “Honor Laborer”, TapTap, China  
Game: “Honor Laborer”, App Store-Apple, China
- 2017      Game: “Mobile Zombie”, Steam.  
Game: “Timberjack”, Indie Games Room, Adelaide.
- 2016      Interactivity: “Urn”, Design for RMIT DomeLab, Melbourne.  
Animation: “Handclaps”, LoopdeLoop animation screening, Melbourne.
- 2013      Animation: “Tomb”, Medalist, Green Game and Animation design contest, Beijing.
- 2012      Animation: “Tomb”, Acute angle, the Pearl River Delta independent animation show tour, Shenzhen and Hongkong.