

ZEKAI ZENG

Game Designer, Visual Artist

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Phone: +86 18267157584
Date of birth: 2000-12-25
Nationality: Chinese

OBJECTIVE

Self-motivated, team player with strong organizational and interpersonal skills.

Always looking to learn new skills, take on extra responsibilities, and grow professionally.

Have ability to see through the basic philosophical principles from the acts.

EXPERIENCE

Hangzhou, Zhejiang Province
Jun 2022 - Aug 2022

Interior Management (Internship)

Green Town China

- Proactively participated in meetings and helped create new practices.
- Helped management to identify workflow issues and find solutions.
- Business trip with my tutor to Guangzhou, Foshan and Kunming to communicate and oversee local construction programs.

Hangzhou, Zhejiang Province
Jul 2016 - Present

Founder, Visual Artist

Yuhui Studio

- Attended Global Game Jam 2021.
- Attended Global Game Jam 2022.
- Attended 2020 Tencent Youth Game Designer Challenge.
- Published Polar Night Cruise and Honored as 97 TapTap Top150 on 24 May, 2021.

EDUCATION

Wenzhou, Zhejiang Province
Sep 2019 - Jun 2023

Interior Design (Fully English Taught)

Wenzhou-Kean University

It is a full time and fully English taught University.

SKILLS

- Unity
- Blender
- Photoshop
- Illustrator
- Rhino 7
- Sketch Up
- AutoCAD
- V-Ray
- Revit
- Indesign
- Silk-screen Printing
- Boxing
- Installation Art
- Wood Crafting

LANGUAGES

Chinese

Native

English

Advanced

PROJECTS

1. **Polar Night Cruise** (Mobile Game, Published)
2. **1231** (Video Game, UnPublished)
3. **AKABO** (Board Game, Unpublished)
4. **Mercenaries are Egoist** (Mobile Game, Unpublished)
5. **Sibodavic** (Video Game, UnPublished)
6. **Duality** (Video Game, UnPublished)