ZHUTIAN ZHANG

Level Designer | Game Designer

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SUMMARY

5+ years of in-depth experience in the game dev industry, with development experience using in-house engines, covering areas of block-out, visual scripting, combat scenario design, etc. Participated in the development of Elden Ring and Dragon's Dogma 2.

EXPERIENCE

Senior Level Designer

Unannounced Project, Capcom

📅 03/2023 - Present   📍 Osaka, Japan

- Serving as the lead designer of a 4-person level design team, established the ground rules and visions for level design, created the schedule and workflow.
- Designing the level for the prototype, making guidelines and plans for production.
- Conducting training and guidance for some team members.
- Working on tool implementation with programmers.

Level Designer | Quest Designer

Dragon's Dogma 2, Capcom

📅 04/2022 - 03/2023   📍 Osaka, Japan

- Completed the whole level design with a team of 4 members.
- While being the only 1 member who had longer experience in level design, helped the lead designer reassign team responsibilities, optimize the workflow, and clarify the goals.
- Redesigned the 1st open-world area Vermund, including the overall flow of the area and contents like points of interest.
- Designed 3 quests, 1 in end game including a related level design.
- Utilized RE engine, using proprietary geometry brush tool and scripting system.
- Worked closely with multiple divisions, including concept art, environment art, combat design and programming.

Level Designer

Elden Ring, FromSoftware

📅 08/2019 - 04/2022   📍 Tokyo, Japan

- Designed Raya Lucaria Academy and Crumbling Farum Azula, along with 10 Tunnel Locations.
- Designed other 2 Legacy Dungeons in collaboration with others.
- Designed a part of the flow of open-world area Weeping Peninsula.
- Utilized the in-house engine, using proprietary level editor and scripting system.
- Worked closely with multiple divisions, including concept art, environment art, combat design and technical design.

Event Designer

Beasts Evolved: Fusion, 6waves(Publisher)

📅 05/2018 - 08/2019   📍 Tokyo, Japan

- Designed in-game seasonal events for Beasts Evolved: Fusion(Mobile).
- Worked as a localization proofreader.
- Worked closely with the developers on the launch of the events, and to determine exclusive adjustments for the Japan region.

EDUCATION

Japanese Language and Literature

East China Normal University

📅 2012 - 2017   📍 Shanghai, China

Japanese Language and Culture

Osaka University

📅 2015 - 2016   📍 Osaka, Japan

ACHIEVEMENTS

👑 **Game of the Year 2022**

Elden Ring won multiple Game of the Year awards, including GDC, TGA, BAFTA, etc.

🏅 **Award for Excellence 2024**

Dragon's Dogma 2 won Award for Excellence in the Games of the Year Division of the Japan Game Awards 2024.

SKILLS

Level Design	Visual Scripting
Unreal Engine	SketchUp Blender

INTERESTS

🗺️ **Creating Engaging Game Levels**

Including impressive and memorable locations, featuring rich elements of environmental storytelling.

🤝 **Cross-Department Collaboration**

Working in a team with different divisions by sharing and understanding each other's perceptions to finalize designs that meets the project scopes and requirements.

LANGUAGES

Chinese
Native
●●●●●

Japansese
Native
●●●●●

English
Proficient
●●●●○