

HAOWEI ZHANG (V)

Los Angeles, CA | +1 (213) 994-0570 | haoweiv.work@gmail.com | [linkedin.com/in/haoweiv-zhang-v/](https://www.linkedin.com/in/haoweiv-zhang-v/) | haoweiv.com

SUMMARY

Game Designer and USC BFA candidate with hands-on experience across system design, combat design, level design, and production on 10+ shipped prototypes and live projects. Deep expertise in economy balancing through data-driven simulation (Machinations, telemetry analytics) and iterative playtesting. Avid action-game enthusiast with 9,000+ hours across genres and 4 years of historical swordsmanship training, bringing embodied combat intuition to design work. Fluent in Mandarin and English.

EDUCATION

University of Southern California | *BFA Game Development & Interactive Design* Expected Graduate: May 2027

Minor in *Entrepreneurship, Video Game Production* | GPA: 3.7 / 4.0 | Relevant Coursework: Game Design Workshop, Interactive Systems Design, Character Development & Storytelling for Games, Game Live Ops (co-taught with PUBG Mobile), Marketing in the Gaming Industry

SKILLS

Design: System Design, Combat Design, Level Design, Economy Balancing, Narrative Design, UX Design

Tools: Unity, Unreal Engine 5, Machinations, Miro, Excel, Jira, Confluence, Perforce, Adobe Creative Suite

Production: Scrum/Agile, Sprint Planning, Backlog Management, Cross-Discipline Coordination

Languages: Mandarin Chinese (Native), English (Fluent)

GAME PROJECTS

Accretion | *System Designer / Audio Director / Programmer* Jan 2026 – Present

Minimalist space-colony sandbox builder | Unity, PC | Team of 5

- Architected **5 interconnected production systems** (resource harvesting, automated manufacturing, logistics routing, power grid, interstellar warp) with incremental-game pacing and milestone-gated progression.
- Built economy models in **Machinations** and ran **1,000+ Monte Carlo simulations** seeded with playtest telemetry variance data to validate resource flow curves across diverse player archetypes.
- Designed pain-point/relief cadence framework to sustain positive feedback loops while controlling probability-space inflation across coupled systems.

Bell Split | *Game Designer / Level Designer / Programmer* Dec 2025 – Mar 2026

Third-person action-puzzle game with temporal mechanics | UE5, PC | Team of 3

- Designed **3 levels (24 puzzles)** built around a time-leap mechanic where player actions in the past causally alter present-day geometry, requiring multi-timeline spatial reasoning.
- Engineered all gameplay systems in Blueprints, including the causal-propagation framework that resolves cross-timeline object state dependencies.

Re:Bound Ranger | *Director / Designer / Producer* Sep – Nov 2025

First-person puzzle-shooter with ricochet mechanics | Unity, PC | Team of 6

- Led concept pitch through **USC Advanced Games Program**; advanced to Round 2 of the AGP Greenlight review.
- Iterated core ricochet mechanic across **2 prototyping phases and 3 playtesting rounds**; evolved puzzle grammar from chroma-matching to element-interaction system (ice/fire/electric), deepening environmental puzzle design.

Paddle Derive | *Lead Designer* Jun – Oct 2023

Multiplayer tactical FPS design project (GDD & Level Blockout only) | UE5 | Team of 2

- Authored a **40+ page Game Design Document** covering firearms, sorcery, and melee combat systems with full weapon modding, spell programming, and action customization trees.
- Balanced 3 combat archetypes across **9 class archetypes** using role-positioning matrices to enforce asymmetric trade-offs between burst DPS, sustain, survivability, and team-synergy payoffs.

Divergent Dice | *Solo Developer* Nov – Dec 2025

Roguelike dice-strategy game exploring multi-armed bandit theory | Unity, PC

- Translated the **explore-vs-exploit dilemma** into a dice-buying economy where players balance information cost against payoff maximization under finite rolls.
- Conducted **2 rounds of playtesting** with manual strategy-tracking and score correlation analysis to validate difficulty curve and decision tension.

PRODUCTION & LEADERSHIP

Project Disciple | *Producer*

Feb 2026 – Present

Mobile cult-management sim | UE5 | ~70-person team led by Prof. Jim Huntley, USC

- Produced a seasonal Halloween event spanning themed building skins, minigames, special UI, NPC cosmetic changes, Easter-egg dialogue, and a battle-pass monetization plan.
- Ran weekly **1-week sprints** with 4-sprint rolling backlog visibility; managed stand-ups, scheduling, and cross-discipline coordination via Confluence and Perforce.

JFLS Gamer Union | *Founder & President*

Feb 2022 – Jun 2024

Grassroots game-dev community | Jinan, China

- Founded community engaging **~140 local professionals**; oversaw 3 affiliated student clubs (~60 members) and delivered 20+ lectures on game development.
- Organized **Global Game Jam** local site for 2 consecutive years, coordinating ~70 participants, mentors, and logistics across 48-hour jams.