

XIAOQING ZHANG

Game Designer

A game designer who enjoys combining gameplay with storytelling. I like creating warm and emotional experiences through player actions, character motivations, and interactive systems.



18616722626



2636213306@qq.com



Shanghai
(Currently in Melbourne)



dramanie.com

Education

RMIT University

2025.03 – 2026.12

Master of Animation, Games and Interactivity
School of Design, Full-time

Shanghai University

2020.09 – 2024.06

Bachelor of Industrial Design
School of Mechanical Engineering and Automation, Full-time

Experience

Shanghai Zhuo Bai Culture Co., Ltd

2026.01 – 2026.06

Game Design Assistant Shanghai

- Conducted playtests and balance adjustments for 3 board games, with over 10 full playtest sessions. The final balancing solution was adopted.
- Contributed to gameplay design, rulebook writing, and prototype production.
- Represented the team at board game exhibitions, explaining rules and guiding play sessions. All 3 projects were officially published.

Shanghai Mingjing Culture Communication Co., Ltd

2024.09 – 2024.12

Visual Design (Cultural & Creative Business Division) Shanghai

- Designed event visuals, including the selected logo for the Minhang Jiangchuan project.
- Coordinated with external partners, handling communication, quotations and on-site execution.
- Contributed to the 2024 Shanghai International Guitar Art Festival and designed visual installations and promotional posters for the company's annual event.

Game Experience

- Open World / RPG**
Genshin Impact, Hogwarts Legacy, Final Fantasy VII Remake, Zelda: Breath of the Wild, Where Winds Meet, Infinity Nikki...
- Narrative / Puzzle**
Sanfu, Firework, Rusty Lake series, Detroit: Become Human, What Remains of Edith Finch, Portal, LIMBO...
- Platformer**
Celeste, Hollow Knight, Ori and the Will of the Wisps, It Takes Two...
- Simulation / Casual**
Stardew Valley, Dave the Diver, Minecraft, Palworld...
- Card / Strategy & Others**
Inscryption, Balatro, Super Auto Pets, Pummel Party, Overcooked!...

Selected Projects



Alice's World

2026.03 – 2026.06

Card Game

PvP

A card game inspired by Alice in Wonderland. Pick your cards, challenge your opponent, and decide which world wins!



Soul Hotel

2026.03 – 2026.06

Puzzle Game

Exploration

Something feels wrong with this hotel...



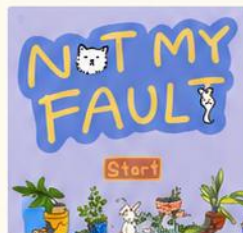
No More Running

2025.06 – 2025.09

2D Platformer

Puzzle

A little hamster escapes his cage, only to discover a truth he never expected.



Not My Fault

2025.03 – 2025.06

Casual Game

Exploration

Stuck at home all day? It's time to cause some chaos!

Skills & Others

Skills

Unity, Construct 3, Procreate, Cursor, Codex



Languages

IELTS 6.5, English (CET-6)