Xiuqi Zhang

+(86) 1761-044-0307 | volticxofficial@gmail.com | Portfolio Website

EDUCATION

Beijing University of Technology (Project 211) / University College Dublin   *Beijing, China*

B.ENG in Electronic & Information Engineering   *Sept 2021 - Jun 2025*
- Dual Degree, Second Class Honours, Grade 1
- Relevant Courses: EIE Professional Engineering Project(A+), Design Thinking for Innovation, Intro to Programming (A+), Data Structure and Algorithms (B), Object-oriented Programming (B), Academic English (A-)

INTERN EXPERIENCE

Hero Games   *Beijing, China*

Level Designer Intern for *Our World*   *Jan - Mar 2024*
- Designed a complete event level, from initial concept to a final blockout in Unreal Engine.
- Authored comprehensive design docs and functional specs for assets, main quests, and side quests.
- Integrated the complete quest chain into the game using a custom blueprint dialogue system.
- Optimized and modified 3D assets to meet design specifications, enhancing in-game performance.

Tsinghua University Agendland Lab   *Shenzhen, China*

Research Assistant   *April - Present 2025*
- Researched the integration of Large Language Models (LLMs) with utility-based AI systems for dynamic NPC behavior.
- Developed an LLM-driven market simulation in Unity, which was selected for exhibition at the Chinajoy 2025 Game Expo and is competing in the Tencent Game Awards 2025 (AI+Game Track).
- Leading the ongoing development of an LLM-enhanced simulation game focused on intelligent AI systems.

PROJECTS

AgentMarket   *Showcased at Chinajoy 2025 Expo & Tencent Game Awards 2025*
- **Role:** Solo Developer (formerly Team of 4 as Programmer)
- Developed an LLM-driven market simulation game in Unity, from concept and framework design to iterative development based on user feedback,

Mushbug Wars   *Taptap Spotlight GameJam 2025*
- **Role:** Gameplay Programmer & Designer (Team of 4)
- Designed meta-mechanic allowing players to 'report bugs' that permanently alter gameplay; achieved 10/10 rating on TapTap..

The Glitch Art Museum   *Prof. Paolo Pederecini Workshop 2024*
- **Role:** Individual work
- Designed a digital art gallery to showcase glitch art, utilizing different tools to create glitch arts.

Tide of Calm   *Brackeys Game Jam 2024*
- **Role:** Level Designer, Programmer (Team of 3)
- Created a fast-paced game loop by letting players quickly interact with abnormal objects in the room to fix them and maintain anxiety levels within a normal range.

Magnus   *GMTK Game Jam 2024*
- **Role:** Level designer (Team of 3)
- Creating a puzzle game centered on a core scale-switching mechanic, ranked **#191/7000+** in Creativity

Discover Han Li   *Chinese Collegiate Computing Competition - National Third Prize*
- **Role:** Composer & Designer (Team of 5)
- Created an educational game that teaches ancient Chinese characters form *Han Li*.

OTHER EXPERIENCES & SKILLS

Game Community Experience:

Minecraft Content Creator
- Co-founded *CherryBlossomsV*, a Minecraft content creation team, developing minigame maps, resource packs, and 3D renderings.(2015-2018)

Honored contributor of Mineplugin.org
- A Chinese Minecraft plugin wiki, ranked #42 in all-time contributor.

Honors of Kings Channel
- I'm Top player in ranking mode. Managed 3 Bilibili channels from 2022-2024. [The most-played video](#) has 265,000 views for a plan to create a content community for all Bilibili famous content uploaders. [The most played video on my personal account](#) has 173,000 views.

Stellar Blade SpeedRun
- Former world record holder for the ['Unidentified Naytiba' boss challenge on Hard difficulty (32.86s).](#)

Development: Unity, Unreal Engine, C#, C++, Python, MATLAB, Git.

Design: Level Design, UtilityAI, Behavior Trees, System Design, Quest Design.

Art/Audio: Blender, Cinema4D, Aseprite, Ableton Live, Photoshop.