

KELIN ZHU

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Skills

Game Design
Rapid Prototyping
Level Design
Playtesting

Softwares

Game Engine
Unity

3D & Texturing

Maya
Substant Painting

Creative Tools

Photoshop
Premiere Pro
Illustrator
After Effects

Design & Prototyping

Procreate
Figma

EDUCATION

Carnegie Mellon University

Aug 2025 - May 2027 | Pittsburgh, PA
Master of Entertainment Technology

Stony Brook University

Aug 2022 - Dec 2024 | Stony Brook, NY
B.A. in Media/Arts/Culture

Queensborough Community College

Aug 2020 - Jun 2022 | Bayside, NY
A.S. in Computer Science and Information Security

PROJECTS

AppetizeR

Game Designer | 3D & 2D Artist

- Led game design as the sole designer in a 5-person team for a pre-dinner AR party game on Snapchat Spectacles
- Rapidly prototyped and validated multiple concepts using paper prototyping
- Iterated core mechanics to balance UX and device constraints

Budget Trial

Game Designer | 2D Artist

- Independently designed and developed an original tabletop game in a 2-week sprint
- Conducted >7 playtests and iterated game design based on player feedback to refine gameplay

PookieDoggie

3D Artist | Game Designer

- Collaborated as a Game Designer and Artist within a team of five to develop a 4-player party game from scratch in just two weeks.
- Independently created character models and implemented animations from concept to final

Boo Buddy Blitz

3D Artist | Game Designer

- Built a 4-level VR experience in a 2-week sprint with a team of five
- Leveraged out-of-the-box thinking to drive innovation and deliver unique, high-impact creative solutions.

Experience

Maternity Photographer and Sales

MOM365

- Solved on-site challenges (lighting, subject behavior) through quick creative adjustments to maintain shot quality
- Conducted high-volume photoshoots while maintaining consistency and efficiency
- Managed post-processing workflow and delivered final assets on schedule