

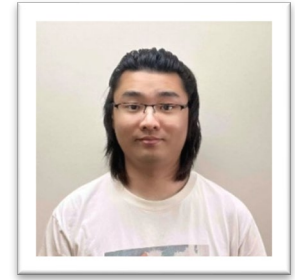
Zhang Tingrui

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Personal Website & Portfolio: <https://www.zhangtingrui.com>



Education

Northeastern University, Boston, MA

Sept 2021 – Dec 2025

Khoury College of Computer Science

Candidate for Bachelor of Science in Computer Science and Game development

GPA 3.233/4.00 (Till April 2025)

Coursework:

Game Programming, Object-Oriented Design, Computer Systems, Level Design & Game Architecture, Computer Graphics, Game Mechanics & Systems Design, Algorithms & Data, Building Game Engines

INTERNSHIP EXPERIENCE

Virtuos, Shanghai, China

Jan 2024 – Apr 2024

Game Tester Intern

- Conducted functional, regression, and performance testing for AAA titles on multiple platforms (PC, PlayStation, Xbox).
- Identified and documented over 100 bugs using Jira, ensuring high-quality gameplay and stable builds.
- Collaborated with QA engineers and developers to reproduce issues and verify fixes during daily scrum meetings.

PortalCon (TRPG Convention), Shanghai, China

2024 – 2025

Event Planning Assistant (Volunteer)

- Served as part of the **content team** for China's largest TRPG (Tabletop Role-Playing Game) convention, hosting over 3,000 attendees and 50+ exhibitors.
- Communicated with Game Masters (GMs) to coordinate session schedules and ensure module readiness.
- Curated and balanced TRPG modules across genres and difficulty levels to enhance player experience.
- Assisted in managing event content logistics and on-site coordination for seamless game sessions.
- Collaborated with other teams (marketing, logistics) to align program flow and promotional materials.

PERSOANAL AND ACADEMIC PROJECTS

Love Beyond Limbo (Indie Game Project)

Sep 2024 – Dec 2024

- Served as **core gameplay and system developer**, building key mechanics including chatting, inventory, item pickup, potion crafting, and item description.
- Designed and implemented **UI/UX interfaces** such as the inventory bar, chat scenes, and potion-making screen, integrating smooth animations via DOTween.
- Developed a **dialogue system** driven by an Excel-based workflow to streamline narrative content management.
- Created supplementary gameplay features including the *Poison Book*, start screen, and tutorial system.
- Collaborated on **worldbuilding and narrative design**, refining game pacing and emotional tone through iterative debugging and polish.
- Link: zhangtingrui.com/cat

B612 (Metroidvania / Platformer Project)

Jan 2025 – Jun 2025

- Worked as **level designer and system developer**, focusing on narrative structure and environmental progression.
- Created and refined multiple **platforming levels** emphasizing emotional tone, pacing, and player guidance.
- Collaborated on **visual and narrative direction**, shaping the game's fairytale-inspired atmosphere and character arcs.
- Participated in debugging and playtesting sessions to balance difficulty and maintain a polished player experience.
- Link: zhangtingrui.com/b612

Shrimplicity (Simulation / Farming Game Project)

Sep 2023 – Dec 2023

- Designed and implemented **planting, inventory, and UI systems**, ensuring cohesive integration across modules.
- Worked on **level design** and contributed to the in-game economy design and system balance.
- Coordinated system integration to maintain smooth gameplay flow and consistent user experience.
- Ensured that various subsystems (planting, inventory, economy) interacted correctly via robust code and logic.
- Link: <https://www.zhangtingrui.com/shrimplicity>

An Investigation of the Effects of Perceived Improvement on Players' Enjoyment

Mar 2024 – Jun 2024

- Conducted a **game-based user study** examining how players' perceived skill improvement influences their enjoyment and motivation to continue playing.
- Co-designed and developed a **custom platforming game** that dynamically increases difficulty to measure improvement perception across multiple runs.
- Collected and analyzed **219 data sets** using **Chi-Square tests** to determine statistical correlations between perceived improvement and enjoyment ($p < 0.001$).
- Prepared and presented a **research poster and paper** summarizing findings that validated the hypothesis — players' enjoyment rises when they perceive improvement.
- Collaborated with a 4-person research team under Northeastern University's *Intro to Game Research Methods* course.

COMPUTER KNOWLEDGE

Language & API: C | C++ | Java | JavaScript | OpenGL | React | SDL

Game Engines: Unity | RPG Maker

INTERESTS

TRPG: Game Master and a good player