

Zach Yee

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Game Systems Designer

Skills

Tools: Microsoft Excel, Unity, Unreal Engine 5, Github, Perforce, Visual Studio, Figma, Twine

Languages: C#, UE Blueprints, English (native), Mandarin (conversational), Malay (conversational)

Technical Skills: Narrative Design, Mechanics Design, Player Progression Mapping, User Research, UI Design, Coding, Pair Programming

Interpersonal Skills: Presentational Speaking, Critical Thinking, Problem Solving, Cross-discipline Collaboration

Work Experience

Fire & Ice | 2-Player First Person Arcade Shooter | Unity 3D | Game Systems Design Intern – Tactical Affairs

May 2026 – July 2026 | 8 weeks | Solo Project

- Brought a game prototype to a commercially published product through playtesting, adjusting, and polish
- Facilitated collaboration between players by redesigning challenge encounters to require teamwork
- Increased player turnover rate by 200% through balancing game difficulty
- Reworked gameplay to encourage repeated attempts, increasing player retention and engagement

Projects Experience

BOB | Digital Card Game | Claude AI | Systems Designer

August 2026 – Present | Ongoing | Solo Project

- Designed a game with Slay the Spire-like mechanics inspired by Dungeons & Dragons 5E's fighter
- Utilized Claude to generate a HTML browser prototype for easily accessible playtesting and data collection
- Created a play session log system that allows Claude to parse and report potential issues and patterns
- Iterated on design and balance using data-driven analytics

Beyond Andromeda | Narrative Puzzle Game | Unreal Engine 5 | Puzzle & UX Designer, User Researcher

January 2026 – April 2026 | 12 weeks | Interdisciplinary Team Project, 9 members

- Designed and scripted the core constellation-themed puzzle mechanic using blueprints
- Identified areas of frustration and confusion through in-person playtesting
- Reduced player confusion by 70% by designing and implementing a clue system using constellation lines
- Reworked and cut gameplay content to fit together with narrative limitations due to interdisciplinary conflicts

The Cartographer's Journey | Progression & Economic Systems | Presentation & Spreadsheets | Systems Designer

October 2025 – December 2025 | 9 weeks | Solo Project

- Ideated a hypothetical MMORPG and identified target audience to consider for progression design
- Drafted player progression and economic spreadsheets supporting up to 1000 hours of engagement
- Introduced social systems to encourage and incentivize player interaction to increase player retention
- Built monetization strategies focused on increasing player engagement through community and social belonging

Arcadia | World Bible | Document | Narrative Designer

September 2025 – December 2025 | 14 weeks | Solo Project

- Researched anthropological and historical details for worldbuilding references
- Designed rich environmental magic system that shapes cultures and inter-faction conflicts
- Created a world with societal and cultural depth with proposed narrative uses in other media
- Collected and gave weekly feedback to iterate on design with consideration to multiple perspectives

Education

Bachelor of Arts in Game Design | DigiPen Institute of Technology | Expected Graduation April 2027