

# Siyuan Ouyang

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## EDUCATION BACKGROUND

- Xiamen University Tan Kah Kee College (XUTKCC)**, Zhangzhou, CN 09/2018 - 07/2022
- Bachelor of Engineering in Software Engineering
  - Selected Courses: Photoshop Digital Image Processing Technology, Computer Animation, Computer Aided 3D Modeling Design

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## INTERNSHIPS

- NetEase Game**, Hangzhou, CN 02/2022 - 05/2022
- Game Writer at Thunder Fire Studio**
- Designed and deployed new story content for the pm02 project “Tianyu” (a large ongoing MMO game)
  - Cooperated with the social gameplay group to write a series of tasks for the project and make relevant deployment, which was launched in July 2022
  - Created a new character “Yinghu” (an important role in the game) as well as the relevant storyline and tasks, which was launched in September 2022
  - Finished text descriptions by telling stories for a large number of virtual goods in the game
  - Received an officially recruited offer from the company
- Feiyu Technology International Company Ltd.**, Xiamen, CN 06/2021 – 07/2021
- Game Designer (Main Planner)**
- Led three programmers and two artists to develop a 2D side-scrolling action game in a post-apocalyptic world after brainstorming the type of the game and the main gameplay
  - Organized the game mechanics, content design, art style, and art resource requirements into documents for implementation
  - Completed the game’s background setting, story script, and level design, and collaborated with programmers to deploy them in the game
  - Engaged in the production of sound effects based on the background music provided by the company
  - Delivered the game in four weeks and made corresponding presentations

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## WORKS

- [The Fleet](#), Shenzhen, CN 09/2021 – 02/2022
- Game Designer, Programmer & Artist**
- A real-time strategy game: the user will command the fleet to survive endless enemy attacks and complete a series of missions in a dark universe (reasonable allocation of different warships, skills and characteristics will be the key to the game)
- [Mechanical Soul](#), Xiamen, CN 08/2021 – 09/2021
- Leader & Game Designer**
- A pixel art scrolling game: the user will play as a skilled cyborg slayer to battle dangerous cyborg creatures in the doomsday ruins
- Fest in Pit**, Shenzhen, CN 03/2021 – 11/2021
- Game Designer**
- A table game for 2-4 players: the user will play as an explorer who has lost food and explore dungeons in randomly generated maps, encountering monsters, hunting them, and combining prey to cook and eat (reasonable and creative combination of food can increase the probability of survival)
- [Flexicat](#), Shenzhen, CN 12/2020
- Leader, Game Designer & Programmer**
- A scrolling puzzle game: the user will play as a greedy cat to swallow and carry heavy gold coins, use gravity to trigger different traps, and finally find a way to bring all the gold coins home
- [Malice in Dark](#), Zhangzhou, CN 10/2020 – 07/2021

## Leader, Game Designer & Programmer

- A horror-based puzzle game on the VR platform: the user will play as a police detective trying to escape from the haunted mansion (the light must be ensured while cracking various mechanisms in the mansion, otherwise dangerous ghosts may attack the player at any time)

**Murder Mystery Game Script**, Online 07/2020 - Current

- Wrote scripts including *The Tide of Corpses* (earned 20,000 RMB) for Domi Entertainment Company

**Game Guidance**, Online 10/2018 - 02/2019

- Served as a literature mentor for a game *Reboot* on Steam

**Novel: Sacred Tree and Fantasy Miko**, Online 03/2015 – 03/2016

- Published the debut novel (230,000 words, unfinished because of preparing for the college entrance examination) on the 8Kana's website since high school, earned 6,000 RMB/month
  - Available link (unofficial): <https://www.wcxsw.org/96834/>
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## TECHNICAL PROJECTS

**VIBOT Industrial Robot Innovation Laboratory at XUTKCC**, Zhangzhou, CN 10/2020 – 09/2021

**Researcher in the Machine Vision Group, Supervisor: Professor Lin Yun**

Project: UAV System Development based on Deep Learning

- Participated in the bidding to help Xiamen Gaoqi International Airport develop unmanned aerial systems to improve the speed and accuracy of damage inspection of civil aircraft
- Based on C++, used Qt to build the front-end interface and employed the deep learning model YOLOv2 for visual recognition to batch identify and tag the missing screws in the pictures of the aircraft wings, so as to issue a warning to users
- Assisted in designing deep tuning neural network models, and developed the front-end and back-end for the client application

**Development of Horror-based Puzzle Game with Virtual Reality**, Zhangzhou, CN 09/2020 – 01/2021

**Leader, Game Designer & Main Programmer, Supervisor: Professor Cui Wenzheng**

- Engaged in the gameplay, level design and plot design of the game, programmed with Blueprints for the level development, and managed the team and the project processes

**Mengyou Smart AI Chatbot**, Zhangzhou, CN 03/2020 – 06/2020

**Product Manager, Supervisor: Professor Chen Meng**

- Led the preparation of business plans, used Java to develop the Android client for the product, and conducted the roadshows
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## AWARDS

- **The First Prize (Top 12%)**, Horror-based Puzzle Game “Malice in Dark”, MIX AR Game Design Competition at XUTKCC, 12/2020
  - **The Second-class Scholarship (Top 20%)**, XUTKCC, 11/2020
  - **The Silver Award (Top 11%)**, Mengyou Smart AI Chatbot, “Internet +” Competition at XUTKCC, 09/2020
  - **The Gold Award (Top 6%)**, Mengyou Smart AI Chatbot, “Alumni Cup” Information Application Design Competition at XUTKCC, 05/2020
  - **The Third-class Scholarship (Top 33%)**, XUTKCC, 05/2020
  - **8Kana's Online Novel Quarterly Star (Top 3)**, 11/2015
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## ADDITIONAL INFORMATION

- Computer Techniques: C++, Java, C#, Spring Framework, Qt Framework, Android Application Development, Live2D, MySQL, Unreal Engine
- Software: Adobe Photoshop, Adobe Premiere Pro, SolidWorks, Maya, Blender, Aseprite
- Languages: Chinese (native), English (fluent), Japanese (intermediate)
- Hobbies: Guitar (amateur level 3), Painting, Making Miniature, Writing Novels and Scripts (7 years+), Sailing (worked as a pitman in Sailing Varsity at XUTKCC between 2018 and 2020, won the Group Bronze Medal in 2019 Xiamen New Year's Sailing Race)