

Young Gou

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www.gogo.fyi

Skills

- Project Management
- Jira
- Agile
- Lark
- Excel
- PowerPoint
- Unreal Engine 5 (UE5)
- Unity

Education

Expected in 06/2027

Master's:

Interactive Technology, Digital Game Development – Production Track

Southern Methodist University (SMU) Guildhall

Dallas, TX, USA

06/2023

Bachelor of Architecture:

Tianjin University

Tianjin, China

Languages

English

Chinese (Mandarin)

About me

Producer with several years of experience managing multidisciplinary teams and optimization pipelines. Fuses a background in architecture with expertise in game systems design to bring a unique, structural approach to project logistics, scope management, and cross-departmental communication. Highly skilled at facilitating alignment between creative and design disciplines to deliver polished, mechanically sound projects.

Experience

Lilith Games - Systems Designer Intern

Shanghai, China

04/2025 - 08/2025

- Designed systems for AFK Arena project, working with multidiscipline teams, enhancing large-scale, in-game SLG mechanics for improved player engagement.
- Developed and balanced new PvP ranking system by communicating with leads and other to meet their goals, aiming to elevate competitive gameplay experience,

China Southwest Architectural Design and Research Institute (CSWADI) - Architectural Intern

Chengdu, China

08/2022 - 11/2022

- Developed three preliminary design proposals, presented those pitches to stakeholder, refined architectural details, and finalized facade design for Second University Hospital of West China, improving project alignment with client vision.

Student Project-Hamsterballin' (On Steam)

- Led a 43-person cross-functional team of designers, artists, and programmers through the full development cycle of a fast-paced racing game developed in Unreal Engine 5.
- Facilitated Agile/Scrum methodologies for a large-scale student team, conducting sprint planning, daily stand-ups, and retrospectives to ensure timely milestone deliveries.
- Managed project schedules and task tracking to mitigate scope creep and resolve development bottlenecks across multiple disciplines.
- Coordinated regular playtesting sessions, synthesizing player feedback to guide iterative design improvements and performance optimizations.

Student Project- Box Shot (Placeholder)

- Led a 43-person cross-functional team of designers, artists, and programmers through the full development cycle of a fast-paced racing game developed in Unreal Engine 5.
- Facilitated Agile/Scrum methodologies for a large-scale student team, conducting sprint planning, daily stand-ups, and retrospectives to ensure timely milestone deliveries.
- Managed project schedules and task tracking to mitigate scope creep and resolve development bottlenecks across multiple disciplines.