

Tianze Wu's Creative Portfolio List

September 2010, *Little Photographer*, photo. Position: photographer. Created during the contest of the 10th Primary and Middle School Art Festival (Category: photography). A photo captured in the moment of several little girls taking away a little photographer's camera during the day of contest. The photo won the first prize. Institution: Hangzhou Xihu Bureau of Education, Hangzhou, Zhejiang, China.

September 2011 – November 2011, *The Resurrection of Sanguosha*, short novel, 10000 words. Position: writer. A short novel (attached with pictures) about Chinese history and a board game related to that period; it is written in Chinese and updated on an Internet forum over the course of three months. Received around 500 replies and over a hundred follows. Publication: Baidu Tieba.

May 2015, A Pygame Project. Position: Designer, Programmer. Created for class. A simple digital board game made with Pygame. Institution: TMI Episcopal, San Antonio, Texas.

November 2015, *Self-portrait*, drawing. Position: drawer. Created for class. A portrait of myself with the technique of pointillism. It is published on the magazine of my high school and exhibited in my high school. Institution: TMI Episcopal, San Antonio, Texas. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

February 2016, *A Letter to College Board*, satirical essay, 900 words. Position: writer. Created for class. A satirical essay about how to "improve" SAT written in the form of a letter to College Board. Institution: TMI Episcopal, San Antonio, Texas. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

February 2016, *Seven*, drawing. Position: drawer. Created for class. A surrealistic pencil drawing of seven eyeballs growing out of a glass bottle with an allusion of seven sins. Institution: TMI Episcopal. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

April 2016, *Beasts*, sculpting. Position: sculptor. Created for class. The imprint of board sculpting with collage of animals found on magazines. Institution: TMI Episcopal, San Antonio, Texas. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

November 2016, *The Peach Blossom Spring*, animation, 2.5 minutes. Created for class. Position: animator, director, music recorder. An animation made with Adobe Flash. A reimagination of an ancient Chinese story of Utopia. Music is made by pressing an electronic piano and edited through Adobe Audition. Institution: TMI Episcopal, San Antonio, Texas.

April 2017, *Chapel Talk*, essay, 1100 words. Position: writer & presenter. Created for class. A talk about my personal life experience and the importance of critical thinking with the focus on the word "question". Presented to the whole school. Institution: TMI

Episcopal, San Antonio, Texas. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

May 2017, *The Ticket*, animation, 4 minutes. Position: animator, director. An animation made with Adobe Flash. A remaster of my own animation made in 2014. comedy about a man chasing a lottery ticket he just won. Created for class. Institution: TMI Episcopal, San Antonio, Texas.

September 2019, *Presidential Showdown*, boardgame (2 players). Position: designer. Created for class (group project). A modification of Rock, Paper, and Scissors with the emphasis on prison dilemma and game theory. In the game, you can choose either to tell the truth or lie about what you will pose at the beginning of each round, and scores are calculated accordingly. Responsible for the balancing of scores and designing of hand postures. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/games/>.

October 2019, *Gold Rush*, boardgame (4 players). Position: designer. Created for class (group project). A strategic game with perfect information with a story background in California Gold Rush. In the game, you need to reach the destination first by managing various kind of resources and choose best routes. Responsible for the design of character abilities and the balancing of resources and characters. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/games/>.

November 2019, *HELP*, boardgame (4 players). Position: designer. Created for class (individual project). A mind game about trust and trick. In the game, you can see other players' cards but not your own, and you need to guess the cards you are holding by exchanging information (using truths or lies) with other players. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/games/>.

December 2019, *Learning Critical Thinking from Video Games*, research paper, 3700 words. Position: writer. Created for class. A research paper on how video games provide players a great tool to learn about critical thinking skills by analyzing a specific video game, *Danganronpa V3: Killing Harmony (2017)*. Institution: University of Wisconsin-Madison. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

December 2019, *League of Martyrs - A Typical MOBA Experience*, boardgame (4-6 players). Position: designer. Created for class. A 30+ minutes mechanics-heavy boardgame that transforms MOBA genre elements in video games to an analog game. Rather than fully incorporating the genre, this game mocks the MOBA genre by utilizing "griefing" (a negative behavior in online video game) as the means to win the game as a team. Responsible for all of the game design except character arts and abilities

of certain characters. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/games/>.

May 2020, *Epic Games UI Redesign*, UI Redesign. Position: designer. Created for class (group project). A redesign of Epic Games Store made with InVision and Adobe Photoshop. It focuses on human computer interaction. It modifies certain elements such as categories, filters, and game pages. Responsible for some of the ideation and all of the visual implementation. Institution: University of Wisconsin-Madison, Madison, Wisconsin.

May 2020, *Ice Cub*, video game, 1 hour. Position: designer, programmer. Created for class. A platformer game made with Unity. The player controls a little ice cub to overcome various obstacles. The game puts a heavy emphasis on the melting mechanics: the size of the cube does not only represent the health but also what abilities the player can use. Responsible for all of the ideation, programming, designing of mechanics and character, the majority part of the levels, and some arts (made with Adobe Photoshop). Music is from public domain and some arts are free assets. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view and download at <https://tianzedesign.wordpress.com/games/>.

September 2020, *Eden*, digital image. Position: designer, editor. Created for class. The image is edited by changing the code of the image. An image of a glitched apple with pink and blue shades. Edited with Notepad. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

September 2020, *Re-game*, digital image. Position: designer, editor. Created for class. The image is a recursive pattern of four retro game elements: Pac-man from *Pac-man (1980)*, platform from *Donkey Kong (1981)*, pipe from *Mario Bros (1983)*, and heart from *the Legend of Zelda (1986)*. It reflects on the nature of retro games: simple, repetitive, but fun. Edited with Adobe Photoshop. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

October 2020, *I-Defuser*, video game. Position: designer, programmer. Created for practice and portfolio building. A platform game with puzzle elements made with Unity. The player controls a robot wire cutter on a mission to defuse all bombs in a building. As different types of bombs are triggered differently, the player needs to find a route among a variety of possibilities and traverse gracefully between bombs to clear each room. Responsible for all of the game elements except that fonts, sounds, and music are either from Creative Commons or purchased assets. Arts are created with Adobe Photoshop. Available to view and download at <https://tianzedesign.wordpress.com/games/>.

October 2020, *Cyber Conqueror*, digital image. Position: designer, editor. Created for class. The image is modified based on *Napoleon Crossing the Alps (1805)*, the horse is replaced with a mechanic horse, and the tone of colors are changed to create a sense of Cyberpunk. It reflects on theme that war never changes. Edited with Adobe Photoshop. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

October 2020, *Ringing*, video remix, 1 minute. Position: designer, editor. Created for class. The video clips are from *Game of Throne* and *The Hobbit*. Sounds are from Creative Commons. It shows various characters looking at/thinking about the ring. It reflects the human inner and outer conflicts with greed. Edited with Adobe Premiere Pro. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

October 2020, *After Birth*, video remix, 1minute. Position: designer, editor. Created for class. The video clips and sounds are from creative commons. The horror short takes candle, eye, and smoke as the three elements with the color of red and black. While it employs the methods of traditional horror movies, it implies a humane story with a heartwarming ending contrasting with the supernatural and the typical suspense. Edited with Adobe Premiere Pro. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.

November 2020, Abstract Object Project, 3D model. Position: modeler. Created for class. A black and white object with rings and balls as major elements. Created with Rhino 6. Institution: University of Wisconsin-Madison, Madison, Wisconsin. Available to view at <https://tianzedesign.wordpress.com/portfolio/>.