



# Albert Guo

Game Designer

 [Web Portfolio](#)

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 Pittsburgh, PA

## SKILLS

Game Design

Level Design

Character Design

Narrative Design

Unity

Unreal

C#

Maya

Logic Pro

Audacity

Adobe Photoshop

Adobe Flash

Microsoft Office

## ACADEMIC EDUCATION

> **Carnegie Mellon University(ETC)**, Pittsburgh, USA 08.2023-Exp.May  
2025

Master of Entertainment Technology

> **Renmin University of China**, Beijing, China 09. 2019-05.2023

Bachelor's degree in Philosophy

## INTERNSHIP EXPERIENCE

> **Position: Level Design & System Planning Intern, PERFECT WORLD**,  
Beijing, China 09. 2022-01.2023

◆ **Level Design:** designed guild-combat maps for "Chronical"

(a MMORPG mobile game), balanced the experience between players with  
different consumption power in Unity and documented.

◆ **System Planning:** planned mini-game play for the Mid-Autumn Festival  
festivities and correlated that play with the new modes that followed in Excel.

◆ **Character Design:** designed characters for a casual game in development.  
Includes character's background setting, art style, combat style and detailed  
skill mechanics, and tested in Unity.

## PROJECTS

> **Building Virtual Worlds** 09.2023-Present

◆ Partnered with teams of five students to complete a playable XR  
game or experience over a two week period.

◆ **Jenga Brain:** Created Jenga tower that is playable in a VR world.  
Designed main gameplay and narrative for a tower that is made up of  
brains and the player takes on the role of a psychiatrist who wins the  
game by finding and extracting the patient's nightmares.

◆ **Kaiji Tower:** Designed narrative and created level design for game  
requiring the player to get the treasure all the way down in a tall tower  
made up of monolithic bridges. Incorporated choices for player to decide  
between pushing NPCs off the log bridge or cooperating with them.