Liangzheng Luo

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Object

To obtain a full-time internship as game designer in game industry for summer 2020.

Education

Carnegie Mellon University,
Entertainment Technology Center (ETC), Pittsburgh, PA
Master of Entertainment Technology   May 2021

Shanghai Jiao Tong University (SJTU),
School of Design, Shanghai, China
Bachelor of Science in Engineering, Industrial Design
                                                        July 2019

Relevant Courses

Interaction Design
Open Source and Creative Prototyping
C# Programming
C++ Programming
Unity Game Design
History of Western Literature

Skills

Art & Design Layout
Maya, Blender, Solidworks, Cinema 4D, SketchUp, MagicaVoxel, Substance Painter, Subtance Designer, Adobe Creative Suites
Development
Unity (C#), Unreal Engine (Blueprint), HTML, CSS, JavaScript,
Arduino (C), Processing
Languages
Mandarin - Native
English - Fluent
Japanese - Basic

Additional Information

Unreal Open Day 2018   May 2018
•Attended as student developer

Unreal Open Day 2017   May 2017
•Attended as student developer

Academic Projects

Building Virtual Worlds, ETC   Fall 2019
•Acted as game designer and 3D artist for 5 highly implemented games on various platforms including VR, AR and other hardware, working in teams of five or four
•Spent 1-3 weeks on each project using skills of prototyping, iteration and play testing
•Developed communication skills across diverse roles of programmers, artists and sound designers

Chrono Bathhouse, SJTU   Summer 2018
•Worked in a team of four as producer, game designer, 2D artist and programmer to create a management simulation game on PC
•Designed game mechanics and implemented all the assets to work together

Gunpla Wars, SJTU   Summer 2017
•Worked in a team of two as software developer and UI designer to create a Gunpla model controlled remotely by cellphone
•Developed Arduino and Unity software that worked together with built-in hardware enabling Gunpla to perform actions

Personal Projects

Global Game Jam 2019   Spring 2019
•Participated as game designer and programmer in a group of five in Shanghai, China
•Created action RPG *Another Way Out*

Light Ones   Winter 2018
•Designed, wrote scripts, drew concept art and programmed a PC game about a boy talking to a tree
•Explored narrative design and possibility of telling a nonsense story using graphics and dialogues

Global Game Jam 2018   Spring 2018
•Participated as game designer, UI artist and programmer in a group of four in Shanghai, China
•Created platform action game *Dramatic Successor*

Experience

Game Design Intern, NetEase, Hangzhou, China
                                                 Summer 2018
•Participated in a full iteration cycle (2 months) of a mobile MMORPG focusing on its adventure system
•Designed missions, encounters and wrote stories in game working closely with artists and programmers
•Summarized a detailed design document on creating gameplay contents for the adventure system by combining game mechanics efficiently