Yang Lei, Game Designer, Summer 2020 Internship

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EDUCATION

Carnegie Mellon University (CMU) – Entertainment Technology Center (ETC) – Pittsburgh, PA

Master of Entertainment Technology, May 2021 Expected

Peking University – Beijing, China

Bachelor of Science in Physics, July 2016

Relevant Coursework: General Psychology, Social Psychology, Data Structure and Algorithms, Economics

SKILLS

Programming Languages: C, C++, C#, Python

Applications: Unity, Visual Studios, PyCharm, Git, SVN, Perforce, Adobe Premiere Pro, Microsoft Word, Microsoft Excel, Microsoft PowerPoint

EXPERIENCE

CHANGYOU, Beijing, China   **Oct 2017 – Sep 2018**

Game Designer

- Designed and iterated multiplayer's economy system to optimize players' experience and to prevent in-game currency inflation from occurring.
- Balanced PVP combat, skillsets and PVE progress. Applied technical solutions (Excel and Python) to game design problems.
- Conducted data analysis on players' behavior in the game during the closed beta test. Assisted with future development and game balance, contributing to the increase in players' 1-day retention rate from 28% to 40% in the following test.

LAYABOX, Beijing, China   **May 2017 – Oct 2017**

Game Designer

- Re-designed and balanced the game by setting up mathematical models with tools including Python and Excel. Managed to increase 1-day retention rate from 12% to 25%.
- Innovated game AI system making AI players more challenging and its behavior more human-like while simplifying its code.
- Developed tools that improved workflow for game designers and improved it with feedback from the team members.

Mokak Games, Beijing, China   **Sep 2016 – May 2017**

Junior Game Designer

- Designed and refined the configuration system in the game that handles hundreds of thousands of game configuration data.
- Analyzed competing game's mechanics and used it as reference in designing game systems.

ACADEMIC PROJECTS

BUILDING VIRTUAL WORLDS, ETC   **Aug 2019 – Dec 2019**

Designer, Programmer and Producer

Created five original virtual worlds in interdisciplinary teams of 5 in two-weeks cycle.

Platforms: HTC VIVE, Magic Leap, Leap Motion, Cave.

Design and implemented game mechanics that improve interest curves and is intuitive for players.

Built game's logics from scratch and extended it as game design ideas evolved.

Fine-tuned UX based on different input devices given by various platforms.

Facilitated team's discussion and help my teammates with a better understanding of the game.

Helped to achieve rapid prototypes with efficient meeting and scheduled tasks using team management software.