

EDUCATION

- Carnegie Mellon University**, Pittsburgh, PA, United States 08/2022 – 05/2024
Master of Entertainment Technology
- New York University Shanghai**, Shanghai, China 09/2018 – 05/2022
Bachelor of Science | Double Majors: Computer Science, Interactive Media Arts

WORK EXPERIENCE

- Level Design Intern | Tencent Games, Lightspeed Studios** 05/2023 – 08/2023
Unpublished PvPvE action RPG, Unreal Engine 5
- **Enemy AI Design** Designed and deployed the AI behavior based on the regional settings and weather system using *Dynamic AI System (DAS)*, designed and assembled the AI combat system using *Gameplay Ability System (GAS)* with skill set provided by the combat design team.
 - **Level Design** Co-designed a side quest including map design and puzzle design.
 - **Technical Design** Spearheaded the development of legitimacy detection systems, including an editor utility widget to generate valid spots for lightning strikes and a sophisticated algorithm to auto-assign the nearest legit spots during trap placement. Implemented a variety of interactive mechanisms to enhance the PvP experience.
- Level Design Intern | NetEase Games** 05/2021 – 07/2021
Battle royale party game *Eggy Party*, Internal Engine. Constantly ranks Top 5 in Free Games on App Store (CN).
- **Level Design** Designed the multiplayer racing level *Crossing the Ferris Wheel*, built level blockmesh layout, and collaborated with the level art team to polish the overall theme design.
[Received above-average ratings in surveys and the Ferris Wheel was built as a landmark in the lobby]
 - **Gameplay Design** Involved in several team-based PvP gameplay design: designed gameplay flowcharts, built map blockmesh layout, and collaborated with the gameplay programming team to implement the mechanics.
 - **Onboarding Experience Design** Gamified the onboarding experience for the user-generated content (UGC) editor, re-designed and rebuilt the level. Implemented layout template and sample maps as hands-on guidance.

PROJECT

- Background Music Synchronizing System to Enhance Combat Game Experience** 08/2023 – 12/2023
BGM Sync System (beat matching via indirect control + emotional sync via enemy AI state), Unreal Engine 5
- **Combat Design** Responsible for 3C (character, control, camera) design and development.
 - **Technical Design** Involved in the design of the BGM sync system, responsible for its integration with the combat.
- Level Design Toolkit | CMU Entertainment Technology Center** 01/2023 – 05/2023
Parkour level design toolkit for CMU Fall23 level design elective, Unreal Engine 5
- **Technical Design** Led the toolkit design: carried out competitive product analysis and user research, determined desired modules list and technical design docs, proposed potential level cases for validation. Developed actor components for modules. Tailored and unified editor panels for key variables within the modules.

EXHIBITION

- YettiBebbis: Puppet in A Cult | alt.ctrl.GDC Finalist - Game Developers Conference**, San Francisco 03/2023
“YettiBebbis: Puppet in a Cult has players investigate a cult with a puppet controller” -- gamedeveloper.com

SKILL SET

Game Engine	UE5 / Unity / NetEase NeoX
VR / AR	Oculus VR / iOS ARKit
Alternative Control	Physical Computing + Serial Communication + Digital Fabrications
Programming Language	Python / C++ / C# / JavaScript