YANG LEI

Game Designer

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EDUCATION

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

Master of Entertainment Technology, May 2021 Expected

Peking University – Beijing, China

Bachelor of Science in Physics, July 2016
Relevant Coursework: Game Design, Building Virtual Worlds, General Psychology, Data Structure and Algorithms

SKILLS

- **Design Skills:**
  - ◆ Rapid Prototyping
  - ◆ Concept Brainstorming
  - ◆ Documentation Writing
  - ◆ Player Progression
  - ◆ Analytical Design
  - ◆ Game Balancing
  - ◆ Game Monetization

- **Software:**
  - ◆ Unity/Unreal
  - ◆ Git/SVN/Perforce
  - ◆ Illustrator/Premier
  - ◆ Word/Excel

- **Programming Languages:**
  - ◆ C++
  - ◆ C#
  - ◆ Python

EXPERIENCE

Madison Square Garden (New York), Game Design Student Associate　　　　　　　　Jun 2020 – Aug 2020
- ◆ Brainstormed game ideas and delivered design documents for proof-of-concept game prototypes in order to answer key design questions that is vital to the whole project (Subject to NDA, no further details available).
- ◆ Led a small interdisciplinary team that implemented and iterated prototypes using Unity engine.
- ◆ Summarized the insights gained from the prototypes and wrote up documents for future design's reference.

Changyou (China), Game Designer, (Game: *Xuanyuan Sword*)　　　　　　　　Oct 2017 – Sep 2018
- ◆ Designed and iterated multiplayer's economy system to optimize players' experience and to prevent inflation.
- ◆ Optimized players' experience in progression and balanced PVP, PVE combats.
- ◆ Conducted analysis on data during a closed beta test and contributed to the 20% increase in Day1 retention rate.

Layabox (China), Game Designer, (Game: *Snowball*)　　　　　　　　May 2017 – Oct 2017
- ◆ Iterated combat mechanics balanced the game and achieved an increase in Day1 retention rate from 12% to 25%.
- ◆ Optimized game AI making it more challenging and more human-like while making the code simpler and clearer.
- ◆ Developed and iterated tools that optimized game designer's workflow.

Mokak Games (China), Junior Game Designer　　　　　　　　Sep 2016 – May 2017
- ◆ Refined the configuration tools the relieved designers' burden of manually tweaking numerous entries of data.
- ◆ Analyzed mechanics of other successful published games and applied the analysis in designing our own game systems.

ACADEMIC PROJECTS

Blacklight Studios (Game Pre-production, ETC), Game Designer & Programmer　　　　Jan 2020 – May 2020
- ◆ Designed and iterated different versions of original game mechanics through prototyping and playtesting.
- ◆ Delivered Game Design Documents with iteration and playtest details included for the production team.
- ◆ Implemented prototypes in Unity to check the validity of the design of game mechanics and interactions.

Building Virtual Worlds (ETC), Game Designer, Programmer & Producer　　　　Aug 2019 – Dec 2019
- ◆ Created and iterated concepts and mechanics for five original games with different topics, platforms and interactions.
- ◆ Led or worked with interdisciplinary teams of five and implemented the games in two-weeks sprint cycles.

PERSONAL PROJECTS

Global Game Jam (Pittsburgh), Game Designer & Programmer, (Game: *Chill*)　　　　Feb 2020
- ◆ Brainstormed and designed the game that is fun to play and workloads of programmers and artists are balanced.
- ◆ Iterated and developed the game using Unity within two days.