

# Xiaoying Meng



## Work Experience

### Volley | Game Design Intern

San Francisco, CA | Fall 2022

- Designed and shipped 30 levels and the **level progression path** as the primary level designer for Solitaire Tripeaks on Amazon Alexa.
- Created concepts for multiplayer **social gameplay systems** with design implications for Faceoff on IOS.
- Evaluated Song Quiz on Amazon Alexa and redesigned Song Quiz 2.0 with **custom content generation** for future iteration and work.
- Designed an **Elo-inspired ranking system** for Jeopardy on Roku TV.
- Collaborated with cross-disciplinary teams in **agile development**.

### Lynnette | Narrative Designer

Human-Computer Interaction Institute | Fall 2020 - Spring 2021

- Brainstormed solutions to **gamify tutoring system** for middle school students with drag-and-drop equation solving.
- Analyzed existing tutoring system with **EDGE game framework**.
- Created **storylines and illustrations** to engage student interest.
- Led discussions on **narrative development** with research team members.

## Projects

### BAM! Build A Mustang | Game Designer

MuseumLab-Children's Museum of Pittsburgh | Spring 2022

- Designed **game mechanics** for the physical **card game**, **AR** component hunt, airplane assembly, and AR piloting.
- Managed project** and coordinated between stakeholders to develop, playtest and present the project.
- Conducted **post-playtest analyses** to improve player experience.
- Modeled, textured, and animated a realistic P-51 Mustang.

### Building Visual Worlds | Game Designer

Entertainment Technology Center | Fall 2021

- Designed game narrative and mechanics with **AR, VR**, and Tobii **Eyetracker** in a one to two weeks timeframe.
- Facilitated playtests** of game prototypes to further game development.
- Modeled, textured, and animated art assets for game development.

### Design Educational Games | Game Designer

Human Computer Interaction Institute | Spring 2020

- Prototyped multiple **educational games** centered around teaching history.
- Designed the game *Terracotta Army*, teaching military strategies, and Chinese history and culture.
- Critiqued educational games using the **EDGE game framework** with audio/video presentations.

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## Awards

**Gold Winner**  
**GDC Game Narrative Review**  
**Competition | 2022**

- Analysis Essay on **Spiritfarer**

## Education

**Master of Entertainment**  
**Technology**

**Carnegie Mellon University**

2021-2023

Pittsburgh, PA

**B.A. in Architecture**

**Human-Computer Interaction**  
**Minor**

**Carnegie Mellon University**

2016-2020

Pittsburgh, PA

## Skills

### Design

Miro

Microsoft Excel

Figma

Photoshop

Illustrator

Procreate

### Development

Unity

Unreal

Playcanvas

Maya

Substance Painter

Javascript

## References

**Dylan Shad**

**Game Design Lead at Volley**

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**Senior Director at MuseumLab**

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