
MR. LANG XUAN HE

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SUMMARY

One year of experience in Unity's independent game design and development, now working hard to become a level designer

EDUCATION

Carnegie Mellon University -Entertainment Technology Center

Pittsburgh, PA

M.E.T Entertainment Technology

Graduate

Sep 2022-present

Hong Kong Baptist University

Zhuhai, China

B.S Computer Science and Technology

Undergraduate

Sep 2017-June 2021

SKILLSET:

Professional in C, C#, Java, Python, SPSS, Unity, 3D Modeling(MAYA), and texturing(Rhizome UV and Substance Painter)

PROJECTS

Internship at UIC Industrial-University Research Collaboration Center in Zhuhai National Hi-tech Industrial

Development Zone

June-Aug 2020

- Design and Implement the Communication Interface between the client and web server for a Virtual Museum(Unity)

Global GameJam 2022-Duality Black | White Unparalleled

Jan 2022

- Co-designer of the core gameplay design
- Implement player random color change
- Implement player behavior(movement, attack, and mode change)

BVW project round 2(Laser Mom) at Entertainment Technology Center

Sep 2022

- Design and implement the anger indicator

- Implement object alignment
- Implement real-world object occlusion effect(let real-world props occlude the virtual item in the game)

BVW project round 4(Singularity) at Entertainment Technology Center

Nov 2022

- Responsible for two game levels
- Implement first scene game level
- Implement Characters animation controller
- Receiving feedback through the play-test and organizing meetings to talk about refinements

BVW project round 5(Magic Box) at Entertainment Technology Center

Dec 2022

- Responsible for the core idea of the game
- Implement Characters movement
- Receiving feedback and redesigning the level based on feedback
- Design and implement one game level