RYAN (Taiyu) WU

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Education

Master of Entertainment Technology   2023 – Expected 2025
Level Design & Game Design, Entertainment Technology Center, Carnegie Mellon University

Bachelor of Architecture   2018 – 2023
Architecture Design, School of Architecture, Soochow University

Personal&Work Experience

- **The 5th WODC (World Original Design Contest of Board Game)**   2024.03-Present
  - A three-player strategy nine-card game designed in collaboration with another game designer.
  - **Game Name：** Nine Cards, Three Thieves
  - **Role：** Assistant Designer; Artist

- **Internship | Tus-Design Group**   2022.07-2022.09
  - 3D Modeling, Architectural Analysis, and Presentation

Academic Project

- **Project Semester**   **2024.02-Present**
  - Collaborated with five other students to develop a product that met the client's needs over the course of one semester.

  Project Lists

  - **Pittsburgh Jump City | To Be Determined**   2024.09-Present

    - A Third-person Sports PC Game
    - **Game Genre：** Sports & 3D Platformer
    - **Game Engine：** Unreal Engine 5
    - **Role：** Level Designer, Game Designer, 3D Environment Artist
    - Built two levels for the game in UE5.
    - Designed specific gameplay mechanics within the levels and implemented basic functionality using Blueprints.
    - Created 3D models as per the level art requirements and completed the environment art based on the level blockout.

  - **Game Pre-production | Dungeon Museum**   2024.02-2024.05

    - A 3D F2P Mobile Game
    - **Game Genre：** Rougelite & Management Simulation
    - **Game Engine：** Unity
    - **Role：** Concept Artist, 3D Environment Artist, Level Designer
    - Developed world settings for the game.
    - Collaborated with character designers to align world environment and creatures with the lore.
    - Designed levels that matched the gameplay style, adjusted according to the design documentation.

- **Building Virtual World (BVW)**   **2023.09-2023.12**
  - Worked with different team members every two weeks to create playable games based on design requirements.
  - Developed 3D games, including action and music games, using platforms like PC, VR/AR.
  - Used Unity as the primary development tool.
  - Roles included 3D Artist, Environmental Artist, Level Designer, and Game Designer.

Skills

Level Design: Experienced in designing levels for various game types, skilled in rapid level prototyping and narrative design. Strong spatial planning and structuring skills, capable of using mainstream game engines to quickly build level prototypes.
Art： Proficient in hand-drawing and sketching, capable of creating scene concept art; skilled in using software such as Procreate, Photoshop, Illustrator, Blender, and Maya; familiar with the workflow of 3D modeling and scene construction.
Game Engines： Extensive experience with Unity, with a good understanding of its structure and workflow, as well as the ability to collaborate with programmers, artists, and other departments. Also familiar with Unreal Engine 5, primarily using it for building game environments and creating level prototypes.
Programming: Experience with C# for scripting in Unity for simple functionality.