

KAI LAI FENG

(Kai)

Level Designer

-CONTACTS-

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-EDUCATION-

Carnegie Mellon University
Master of Entertainment
Technology

Pittsburgh, USA

08/2022 to 05/2024(Expected)

School of Visual Art
BFA Computer Art, Animation
and VFX

New York City, USA

09/2017 to 05/2021

-SKILLS-

Maya, SubStance

Unity, Unreal Engine

Lighting, Graphic Design

Sketch, Digital Painting

Python, C#

ShaderGraph, Blueprint

Houdini, World Machine

interdisciplinary team work

project management

-AWARDS-

SVA Computer Art Department
2021's Thesis Project

Outstanding Achievement

Kaboom Animation Festival
Nomination

Siggraph Asia 2021
Nomination

PROFILE

Kai is a level designer with creative mind, strong technical skills, and unique sense of aesthetic. Kai is sensitive to visual language, indirect control and emotion-oriented experience

PROJECTS

Bounce Off - Arcade Game

11/2022-12/2022

Work in a 5-person team, designed bouncing mechanics. Designed and iterated an two-player arena with traps. Programmed interactions and bouncing calculations. Lighting, post-processing, and art direction

Arcadia - Mixed Reality Experience

10/2022-11/22

Work in a 5-person team, designed a XR experience without any kind of guidance, yet let the guest to feel free by using indirect control.

Designed and iterated two free-to-explore level.

Programmed butterfly behaviour, sound manager, and variety kinds of interactions.

Art direction. Created shadergraphs. Animated plants. Tuned and polished the overall experience.

Echo - VR Game

9/2022-10/2022

Work in a 5-person team, designed a VR experience that using blindness and sonar-echo as the main game machnism, targeting on simulating the fear of unkown. Designed a linear level with varied interest curve.

Programmed the echo machnism

Art direction. Created echo shader, tuned and polished the overall experience.

Mortal - Story-derived Game

07/2020-04/2021

Work in a 2-person team, designed a story-driven game telling the myth of Mortal.

Designed and created three level from scratch.

Iterated three levels based on playtester's emotional reactions and visual language.

Created all art assets, visual effects, animations, and some scripts

Unheard 2 Demo - Sequel of a Game on Steam

05/2020 to 12/2020

Work in a 5-person team, helped the team iterating gameplay narration.

Gameplay Test all the demo levels and paper prototypes.

Designed greybox level for demo and gameplay varification.

WORKING EXPERIENCE

Freelance Techinal Artist at R/GA New York

08/2021 to 08/22

Work in a 10-person team. Introduced UE with the team.

Developed an XR project on Android. Use UE for an internal project production and rendering.

Research on metaverse and filed an research report.

Set up and documated UE-virtual production pipeline.

Game Designer Intern, Tencent

05/2020 to 01/2021

Work in a 5-person team. Created greybox level for gameplay iteration, iterated and generated more levels based on new gameplay modification.