

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 Echo Show.
- Created concepts for multi-player social gameplay systems with design implications for Volley's Faceoff on IOS.
- Collaborated with a cross-disciplinary team in agile development.
- Iterated game experiences using feedback from playtesting sessions.

Lynette | Research Assistant

Human-Computer Interaction Institute | Fall 2020 - Spring 2021

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

Projects

BAM! Build A Mustang

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

Entertainment Technology Center | Fall 2021

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


Design Educational Games


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.

 xiaoyingmeng.com

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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

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Game Design Lead at Volley

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