

Education

- Carnegie Mellon University, Entertainment Technology Center (ETC) Pittsburgh, PA
Master of Entertainment Technology May, 2020
- Sichuan University, School of Electronics and Information Engineering Chengdu, China
B.S. in Optical Information Science and Technology June, 2015

Skills

- Unity, C#, Lua, Axure, Microsoft Word & Excel

Academic Projects

- Game Designer/Programmer, Building Virtual Worlds, ETC July, 2018 - present
- Designed core game mechanism based on non-traditional hardware platform like Meta2, HTC Vive and Phidgets in 1-2 weeks.
 - Used Unity and wrote basic C# script to finish game prototypes in teams of 5.
 - Communicated, collaborated and iterated with artists and sound designers to improve gameplay experience and playtested with target audience to improve design details.
 - Designed interest curve of the gameplay experience to lead the player to a compelling world.

Experience

- Senior System Designer, Netdragon Websoft Holdings Limited June, 2015 - July, 2018
- Project: Conquer (*A MMORPG game published in China and the U.S.A.*)
- Designed 3 classes for different game experience with different spell system and resource system.
 - Established cross server Texas Hold'em system successfully attracted tens of thousands of people to play and earned 1.2 million dollars per month.
 - Designed whole new user interface for this 14 years old game to attract both old and new players.
 - Analyzed players' needs to design or optimize the game system. Presented analysis report and designing plans to lead designer. In charge of art aspect of game by giving art references and art resource list to art department. Worked with QA teams by giving system design content and test list to ensure the quality of the system designed.

Project: Conquer II (*A MMORPG game published in China and the U.S.A.*)

- Designed battle system with a real-time air combat experience like Kungfu movies.
- Designed spell system and buff system and 25 classes of the game.
- Designed equipment system which includes collective elements and strengthen element.
- Managed art aspect of characters, skills, and scenes by communicating and collaborating with art department.

Project: Game Prototype Design (*under lead designer instruction*)

- Learned from Monster Strike and improved physics based pinball game prototype by adding size concept to characters and two level prototypes with different traps and battle data.
- Designed collectible card game prototype with MOBA gameplay and designed both 10 characters and 3 types of formation and balanced the battle data related formulation.

Activities and Awards

- Best New Employee of the Year, Netdragon Websoft Holdings Limited Dec, 2016
Playing WOW for 9 years and raid leader for 5 years