Keyao Lyu *Game Designer*

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Professional Experience

07/2020 – 08/2020
Shenzhen, China

Technical Artist Intern, *Tencent*
Creating HDA to extend the feature of the original VolumeMix node in Houdini by integrating multiple calculations and applying them to create procedural environments.
Creating assets with Houdini with UE4 work pipeline.

06/2022 – 08/2022

Unity Instructor, *iD Tech*
- Taught children ages 12-19 game design basics by making 2D/3D platformers.
- Reviewed curriculum, prepared lesson plans for online teaching, and delivered individualized instruction.

09/2022 – present

Graduate Teaching Assistant, *New York University*

Profile

As a game designer with a diverse background in Art and Programming, I'm enthusiastic about VFX. I wish to connect the perception and insights of life through games and explore game design along with art and techniques.

Skills

Unreal *(Cascade, Niagara, Blueprint)*,
Unity *(VFX Graph, Shader, UI)*,
3D Modeling *(Maya, Houdini, Blender, Substance Designer)*,
Programming *(C#, C++, Python, HTML/CSS/JS)*

Projects

2022 – present

Thesis Project | Technical VFX Artist, Game Designer,
Competitive Multiplayer FPS, UE5
- Created eye-catching and unique stylized shaders and visual effects for characters, action combat, and the environment.
- Built a level building tool with Houdini and UE for modular level design and fast iteration.

03/2022 – 05/2022

The Gallery Mystery | Game Programmer, Designer,
A detective puzzle game, Unity 🔗
- Researched the game genre and developed multiple prototypes to determine the type of gameplay.
- Designed and constructed the game architecture. Programmed many aspects of the game, including a player inventory, interface, graphics, and sound.
- Oversaw the testing of the game with other designers and artists to improve the quality of the game. Collected bug information with Trello API and Excel for rapid iteration.

Education

2021 – present
New York

New York University, *Game Design MFA*
Game Design, Technical Art

2017 – 2021
Hangzhou, China

Zhejiang University, *Digital Media BEng*
Computer Animation, Computer Game Programming