Liangzheng Luo

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Education

Carnegie Mellon University,
Entertainment Technology Center,
Master of Entertainment Technology
Pittsburgh, PA   May 2021

Shanghai Jiao Tong University,
School of Design,
B.S.E. in Industrial Design
B.A. in Japanese (minor)
Shanghai, China   July 2019

Revelant Coursework

Interaction Design
Open Source and Creative Prototyping
C# Programming
Unity Game Design Basic
History of Western Literature
Visual Story

Skills

Design & Art
Maya, Blender, Solidworks, Sketchup,
MagicaVoxel, Substance Painter & Designer,
Mind Map, Illustrator, Photoshop, Spreadsheet
Development
Unity (C#), Unreal (Blueprint), HTML, CSS,
JavaScript, Arduino (C), Processing
Languages
Mandarin - Native language
English - Professional proficiency
Japanese - Elementary proficiency

Experience

Game Design Intern, NetEase Games
Hangzhou, China   Summer 2018
- Participated in a full iteration cycle (M6, two months) for a mobile MMORPG with a focus on its Adventure System
- Designed side quests, implemented NPCs, encounters, stories in game working closely with lead designer, artists and programmers

Academic Projects

Google Stadia Project (ongoing)
ETC SV, Redwood City, CA   Spring 2020
- Working as game designer and programmer in a group of five exploring design approaches for Stadia's State Share feature

Building Virtual Worlds
CMU, Pittsburgh, PA   Fall 2019
- Worked as game designer and 3D artist for five highly implemented games on VR, AR and other hardware in teams of five
- Spent one to three weeks on each project fast prototyping, iterating, and playtesting
- Developed interdisciplinary communication skills across diverse roles of programmers, artists, and sound designers

Personal Projects

Global Game Jam 2019
- Participated as game designer and programmer in the group of five and created an action RPG *Another Way Out*

Global Game Jam 2018
- Participated as game designer, UI artist and programmer in the group of four and created a platformer game *Dramatic Successor*