

Liangzheng Luo

[Lee-ong-Gen]

Combat & Level Design @ Game Science

Working on game: *Black Myth Wukong*

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Hangzhou, China

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

Skills

Combat Design | Level Design | Game
Ideation | Rapid Prototyping | Playtesting |
Documentation | Iteration | User Research
| Production | Web Dev | User Interface |
Typography

Tools

Development

Unreal Engine (Blueprint), Unity (C#), HTML,
CSS, JavaScript, Arduino (C), Processing

Project Management

TAPD

Art Design

Maya, Blender, Solidworks, Sketchup,
Adobe Creative Suite

Work Experience

Combat & Level Design, Game Science

Hangzhou, China

Summer 2021 -

- Worked collaboratively with engineers, artists and other designers to implement gameplay features (system, player control, etc.)
- In charge of some of enemy combats
- Designed and implemented level enemy layouts, story events and some side quests

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

Ditto, Google Stadia Project

ETC SV, Redwood City, CA

Spring 2020

- Worked as game and level designer in a group of five exploring design approaches for Stadia's State Share feature using Agile

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