

# Liangzheng Luo

liangzhl@andrew.cmu.edu  
412-897-6065  
www.liangzhenglou.com

## Object

To obtain a full-time internship as level designer in game industry for summer 2020.

## Education

**Carnegie Mellon University,  
Entertainment Technology Center (ETC), Pittsburgh, PA**  
Master of Entertainment Technology May 2021

**Shanghai Jiao Tong University (SJTU),  
School of Design, Shanghai, China**  
Bachelor of Science in Engineering, Industrial Design  
July 2019

## Relevant Courses

Interaction Design  
Open Source and Creative Prototyping  
Website Design  
History of Western Literature

## Skills

### Art & Design Layout

Blender, Maya, Solidworks, Cinema 4D, SketchUp,  
MagicaVoxel, Substance Painter, Substance Designer,  
Adobe Creative Suites

### Development

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

### Languages

Mandarin - Native  
English - fluent  
Japanese - Basic

## Additional Information

**Unreal Open Day 2018** May 2018  
•Attended as student developer

**Unreal Open Day 2017** May 2017  
•Attended as student developer

## Academic Projects

**Building Virtual Worlds, ETC** Fall 2019  
•Acted as level designer and 3D artist for 5 highly implemented games on various platforms including VR, AR and other hardware, working in teams of five or four  
•Spent 1-3 weeks on each project using skills of prototyping, iteration and play testing  
•Developed communication skills across diverse roles

**Chrono Bathhouse, SJTU** Summer 2018  
•Worked in a team of four as producer, game designer, 2D artist and programmer to create a management simulation game on PC  
•Designed game mechanics and implemented all the assets to work together

**Gunpla Wars, SJTU** Summer 2017  
•Worked in a team of two as software developer and UI designer to create a Gunpla model controlled by cell-phone  
•Developed Arduino and Unity software that worked together with built-in hardware to enable Gunpla to perform actions

## Personal Projects

**Global Game Jam 2019** Feb. 2019  
•Participated as game designer and programmer in a group of five in Shanghai, China  
•Created action RPG *Another Way Out*

**Light Ones** Winter 2018  
•Designed, wrote scripts, drew concept art and programmed a PC game about a boy talking to a tree  
•Explored narrative design and possibility of telling a nonsense story using graphics and dialogues

**Global Game Jam 2018** Jan. 2018  
•Participated as game designer, UI artist and programmer in a group of four in Shanghai, China  
•Created platform action game *Dramatic Successor*

## Experience

**Level Design Intern, NetEase, Hangzhou, China** Summer 2018  
•Participated in a full iteration cycle(2 months) of a mobile MMORPG focusing on its adventure system  
•Designed missions, dialogues and NPCs in game working closely with artists and programmers  
•Summarized a detailed design document on creating gameplay contents for the adventure system