

Liangzheng

Luo

[liɑŋ dzəŋ 'luːəʊ]

One eye for **RATION**
The other for **PASSION**
All for **PERFECTION**

Industrial Design
Game Design

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About

A highly self-motivated undergraduate student capable of 3D art and programming, he wishes to explore further in interactive media and game design in a more diversified environment. Focused on mechanics and emotional design.

Education

Shanghai Jiao Tong University, China

Candidate for B.Eng. in industrial design, School of Design
Sept, 2015 ~ Present, GPA 3.54/4.3

Skills

3D Modelling

blender, Solidworks, Cinema 4D, Keyshot, Alias Autostudio

Development

Unity, C#, HTML, CSS, JavaScript, Arduino, Processing

Art

Photoshop, Illustrator, Lightroom, Premiere Pro, InDesign

Other

Microsoft Office

Experiences

Game Designer Intern

NetEase Pangu Studio, Jul. 2018 - Aug. 2018

- Participated in a full iteration cycle(M6) focusing on adventure system in project 02(MMORPG).
- Created NPCs, dialogues and missions for adventure system in game working with artists and programmer.
- Summarized detailed design document for creating gameplay and contents for adventure system.

Unreal Open Day 2018, Unreal Open Day 2017

- attendee

Global Game Jam 2018 in Shanghai

- Participated as game designer, UI artist and programmer.
- Creatived title *Dramatic Successor* in a group of four.