Liangzheng Luo

Game/Level Designer

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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

Game Design Fundamentals, Visual Story,
Open Source and Creative Prototyping,
C# Programming, Unity Game Design

Skills

Level Design, Linear Narrative, Combat Design
Rapid Prototyping, Paper Prototyping,
Playtesting, Documentation, Board Games

Tools

Design & Art
Maya, Blender, Solidworks, Sketchup,
Adobe Creative Suite, MagicaVoxel,
Substance Painter & Designer, Mind Map,
Development
Unreal Engine (Blueprint), Unity (C#), HTML,
CSS, JavaScript, Arduino (C), Processing

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

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

Personal Projects

Stealth Experience (Ongoing)
- Using Unreal, Maya, and Illustrator to create a stealth level from ideation to greyboxing

Global Game Jam 2019
- Worked as game designer and programmer

Global Game Jam 2018
- Worked as game designer and UI designer