

# Liangzheng Luo

[Lee-ong-Gen]

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Looking for design opportunities

## Education

### Carnegie Mellon University

Master of Entertainment Technology

Teaching Assistant for Visual Story course

Pittsburgh, PA, USA

May 2021

### Shanghai Jiao Tong University

B.S.E. in Industrial Design

B.A. in Japanese (minor)

Shanghai, China

July 2019

## Skills

Level Design | Narrative Design | Game Ideation |  
Rapid Prototyping | Playtesting | Documentation |  
Iteration | User Research | Production | Web Dev

## Tools

### Design & Art

Maya, Blender, Solidworks, MagicaVoxel,  
Substance Painter & Designer, Mind Map,  
Illustrator, Photoshop, InDesign, Premiere Pro,  
Spreadsheet

### Development

Unity (C#), Unreal Engine 4 (Blueprint), HTML, CSS,  
JavaScript, Python, Visual Studio, WebGL

### Project Management

Agile Management: Trello, Jira, Slack, Miro  
Source Control: Perforce, Git, SVN

## 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 in Unity

- Designed side quests and implemented NPCs, combats, dialogues in a multidisciplinary team

### Level Designer (contract)

2021

- Designed the player experience, puzzles, created environmental layouts for a [story-driven game](#)

- Collaborated with other designers to [playtest and iterate](#) the levels created in Unreal Engine

## Academic Projects

### HyperPickle, CMU CyLab Project

Fall 2020

- Worked as the [co-producer and game designer](#), leading a team of six to develop a web game for picoCTF 2021 cybersecurity competition

- Created [game systems, game user experience](#) and conducted [playtests](#) for the game

### Ditto, Google Stadia Project

Spring 2020

- Worked as the [game and level designer](#) in a group of five, pitched design approaches for Stadia's State Share feature to the Google team

### Building Virtual Worlds, ETC, CMU

Fall 2019

- Worked as [game designer and 3D artist](#) for five highly implemented games on VR/AR, using [fast prototyping, iterating, and playtesting](#) skills

## Personal Projects

### Stealth Level

Summer 2020

- Created a stealth level in Unreal with Maya and Illustrator, using volumes, lighting and enemy AI for a [complete and tangible](#) level experience

### FPS Combat Space

Winter 2020

- Created a [1v1, fast-paced FPS combat](#) level in Unreal Engine, using choke points, sight lines, and lighting etc.

### Mock-up Uncharted Level (WIP)

Spring 2021

(details on [liangzhengluo.com](http://liangzhengluo.com) level design sec)