

# Liangzheng Luo

[Lee-ong-Gen]

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Pittsburgh, PA

Looking for game design opportunities

## Education

### Carnegie Mellon University

Master of Entertainment Technology

Teaching Assistant for Visual Story course

Pittsburgh, PA

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 |  
User Interface | Typography

## Tools

### Design & Art

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

### 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

- Pitched side quests and implemented NPCs, combats, dialogues with 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](#) stealth experience

### Linear Narrative Level

Spring 2021

- Created a fictive level for Uncharted series focusing on environmental narration and player guidance. The 45-minute level was done in Unreal.

### FPS Combat Space (WIP)

Winter 2020

(all details on my website :))