Liangzheng Luo

[Lee-ong-Jen]

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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

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
Trello, Jira, Perforce, GitHub (Agile Management)

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, implemented NPCs,
combats, dialogues in game working closely with
the lead designer, artists and programmers

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   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 points, lines, and lighting
Linear Narrative Level (WIP)   Winter 2020
(all details on liangzhengluo.com)