

Liangzheng Luo

[Lee-ong-Jen]

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Pittsburgh, PA

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
- Designed side quests, implemented NPCs, encounters, short stories in game working closely with lead designer, artists and programmers

Academic Projects

HyperPickle, CMU CyLab Project

CMU, Pittsburgh, PA

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

ETC SV, Redwood City, CA

Spring 2020

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

Building Virtual Worlds

CMU, Pittsburgh, PA

Fall 2019

- Worked as [game designer and 3D artist](#) for five highly implemented games on VR/AR, using [fast prototyping, iterating, and playtesting](#) skills
- Developed interdisciplinary communication skills across diverse roles of programmers, artists, and sound designers

Personal Projects

Stealth Level

Summer 2020

FPS Combat Space

Fall 2020

Linear Narrative Level

Winter 2020

(details on liangzhengluo.com)