

Qiao Wang

Game Designer

<https://biggestchaos.wordpress.com/>
qwanggo@gmail.com

Daly City, CA 94015

OBJECTIVE:

To obtain a position as a junior game designer where I can use my skills in level design, system design, scripting, prototyping and gameplay balancing.

SKILLS:

- **Game Design:** prototyping & scripting, conceptualizing, level design, systems design.
- **Development tools:** Unreal engine 4, Unity, FL Studio, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Autodesk Maya, Autodesk 3DS Max, Zbrush, Adobe Flash, Spine.
- **Programming language:** C#, C++.

PROJECTS:

False Self - Oct.2015-Present

- Conceptual, narrative, character, systems, and level design.
- Gameplay scripting (Blueprint).
- 2D level, character, and UI art asset creation.
- Sound effects and music design (FL studio).
- Cinematic.
- Visual Effects.

Empty Bottle - Oct.2016-Present

- Narrative, systems, and level design.
- Gameplay scripting (Blueprint).
- Cinematic.
- Visual Effects.

One Year ago - Feb.2016

- Conceptual, narrative, systems, and level design.
- Gameplay scripting (Blueprint).
- Visual Effects.

EDUCATION:

Academy of Art University, San Francisco, CA Sept.2015-Present

- Master of Fine Arts in Game development.

ShaanXi Normal University, Xi'an, China 2013- 2014

- Advanced education in psychology.

Xi'an JiaoTong University, Xi'an, China 2009- 2013

- Bachelor of Engineer in Material Science.