RONALD WANG

Game Designer

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SKILLS

Level Design

System Design
Encounter Design
Gameplay Design
Quest Design
World Building
Puzzle Design
Digital Map Design

Engines

Unity 5
Unreal 4
Creation Kit
Valve Hammer

Programming

C, C++, C#
Unreal Blueprint
Lua
Python

Game Production

Agile Development
Rapid Prototyping
Scrum Methodology
Team Production
Team Leadership
Quality Assurance

Software

Perforce, SVN
Hansoft, Jira
SourceTree, Xmind
Microsoft Office
Adobe Illustrator
Adobe Photoshop

Language

Madeiran
English
Japanese

WORK EXPERIENCE

Indie Game Designer | 4DDoor Game Studio, China   Jul 2016 – Aug 2017

Developed and published the game *Will: A Wonderful World* on Steam, PS4, Switch

- Designed branches of the character stories and achievement system
- Won IndiePrize 2016 Finalist Asia and the USA, Famitsu Gold Award 34/40

Senior QA Engineer | NetEase Co., China   Jul 2013 – Apr 2016

- Gained experience in multiplayer FPS games and Card-Trading games design
- Responsible for character skill test, economy system test and battle balance test

SOLO PROJECTS

Master's Thesis - Best Practice for Co-op Puzzle Game Design   8 months, 2021

Artifact: *Portal 2* Co-op Levels   Engine: Hammer Editor

- Established a four-stage best practice guide for cooperation puzzle design
- Analyzed 3 co-op design patterns and proposed solutions for potential problems
- Created 4 collaborative levels in *Portal2* to demonstrate the intended design

Next Settlement - *Fallout 4*, Bethesda's Creation Kit   3 months, 2020

- Designed 1 quest with 10+ stages, four different encounters and a core story
- Designed 6 NPCs with different and scripted the AI behaviors for each stage
- Draw digital maps for 1 small world and 2 interior spaces, built them in the editor

Laser Maze - Unreal 4 Mini Game   2 months, 2020

- Developed a mini puzzle game using laser shooting and refraction mechanics
- Wrote blueprints to implement the mechanics and created 7 puzzle levels in total
- Refined and iterated on the puzzles based on playtesting feedback

TEAM PROJECTS

Trikaya - 1st person exploration puzzle game   4 months, 2020

Lead Game Designer, 11 people team, Shipped to Steam   Engine: Unreal 4

- Guided the vision of the game, communicated with the lead team and stakeholders
- Provided written requirements and visual references for UI, VFX, and functions
- Designed and refined levels to support the intended gameplay

HaberDashers - Arcade racing game   4 months, 2020

Level Designer, 56 people team, Shipped to Steam   Engine: Unreal 4

- Prototyped 10+ speed maps and brainstormed interesting gameplay ideas
- Cooperated with programmers to design 4 different AI behavior types
- Implemented 2 final levels in-engine, 1 living room track, and 1 bathroom track

EDUCATION

SMU Guildhall | Dallas, TX   Aug 2019 – May 2021

- Master of Interactive Technology in Digital Game Development, Spec. in Level Design

Zhejiang University | Hangzhou, China   Aug 2009 – Jun 2013

- Bachelor of Computer Science and Technology