

Liangzheng Luo

[Lee-ong-Gen]

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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),
Miro

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 and implemented NPCs, combats, dialogues in 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](#) on 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](#) 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)

Spring 2021

(all details on liangzhengluo.com)