

KEY SKILL

- Core mechanic developing, fast-prototyping and problem-solving
- System design, puzzle design, AI design, level design, scripting

WORK EXPERIENCE

Senior Level Designer ([Doctor Who Infinity](#), multi-platform puzzle game, Unity) Dec. 2017 to Present
Seed Studio Inc. (Taipei, Taiwan)

- Cooperate with [Tiny Rebel Games](#) to Doctor Who Infinity
- In charge of all gameplay-related aspects of the game
- Take story plots and translate them into high-level gameplay concepts
- Design, prototype, script and polish levels based on gameplay concepts

Lead Level Designer (Unannounced puzzle platformer on PSVR, Unreal Engine 4) Dec. 2016 to Oct. 2017
Winking Entertainment (New Taipei City, Taiwan)

- Led brainstorm sessions and produced 4 gameplay prototypes (2 of them went into production)
- In charge of one of the new games, held the vision for the game and developed the core-gameplay
- Designed, prototyped, built, and polished 6 more gameplay elements revolving around the core mechanic and built 25 levels
- Cooperated with programmers to turn prototype levels into real code and polish them
- Teamed up with lead artist to break down whitebox levels into modular assets
- Enemy AI design: categorized enemies and created behavior tree templates for further development

Technical Designer ([Unearthing Mars](#), multi-platform VR adventure game, Unreal Engine 4) Sep. 2016 to Dec. 2016
Winking Entertainment (New Taipei City, Taiwan)

- NPC AI design and behavior tree functionality implementation
- Helped debug and polish game systems

EDUCATION

The Guildhall at Southern Methodist University (Plano, TX, USA) Graduated May 2016

Masters in Game Development, Specialization in **Level Design**
Mastery Thesis: Exploring Dynamic Cover with the Destructible Attribute

Fu Jen Catholic University (New Taipei City, Taiwan) Graduated Aug. 2010

Bachelor of Science in **Psychology**

TEAM GAME PROJECT

Gravitas (Unreal Engine 4) First-Person Puzzle Platformer (13 Developers), Downloadable [here](#) 6 Months, 2015

- Collected more than 4000 up-votes and had been [greenlit on Steam](#) in 2 weeks
- [2016 E3 College Game Competition Finalist](#) and the development team was invited to E3

Level Designer/Scripter

- Designed, built, and polished advanced puzzles and levels
- Created scripts for cinematic events and animated decorations using UE4 blueprint
- Worked with artists to bring levels from whitebox to shipping quality.

Engines/Editors

- Unreal Engine 4
- Unity
- CryEngine 3 (*Crysis 2*)

Tools

- Adobe Photoshop
- Autodesk 3ds Max
- Perforce, Subversion, Sourcetree, Gitlab

Favorite Game Genres

Puzzle, Shooter, Platformer, Hack-n-Slash, Action RPG