Fengyu Xu

Level Designer

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Dedicated and passionate game designer with extensive experience in level design, game mechanics, and design documentation. Proficient in Unity, Unreal, and Maya, demonstrating exceptional teamwork and communication skills. Highly skilled in crafting diverse levels that integrate seamlessly with a game's narrative, consistently self-motivated, and eager to engage in constructive critique for design refinement.

PROJECTS

Producer, Game/Level Designer, Scripter – *The Escapist* (3D RPG) | *Unity | Team of 5 (2022)*

- Effectively managed the development cycle in Asana, resulting in a completed project within the defined scope and deadline.
- Developed design documents in Google Docs, covering high concept, mechanics, UI/UX, game flow, and art reference.
- Created Unity level blockmesh and collaborated with artists using Perforce.
- Applied waterfall methodology, confirming established phases and discussing each milestone.

Game Designer – *A Great Art Heist* (3D Puzzle RPG) | *Unreal 4 (2023)*

- As a solo designer, created an efficient project schedule using Excel.
- Designed and implemented puzzles, mechanics, scripts, animations, cutscenes, and a user-friendly UI for seamless gameplay in Unity.

EXPERIENCE

Graphic Designer – *Luoyang Golden Sand Real Estate Co.* | *China (02/2020 - 08/2021)*

- Designed and delivered over 20 distinct visual elements utilizing Illustrator and Photoshop.

Level Designer – *BOOOM Game Jam* | *China | Team of 3 (2019)*

- Created documents, and designed 2D levels using Unity.
- Worked with the game director and artist closely on Trello.

EDUCATION

Game and Interactive Media
Academy of Art University
Game Design — *MA*
Sept. 2021 - May 2023

- Game Design Principles
- Scripting
- RPG Level Design
- Prototype Game Dev
- Rapid Game Dev

Photography & Graphic Design
School of the Art Institute of Chicago — *BFA*
Sept. 2015 - May 2019

SKILLS

Technical Skills:

- **Engines**: Unity, Unreal 4
- **Scripting Languages**: C#, Unreal Blueprints
- **Other Software**: Maya, Visual Studio, Illustrator, Sublime, Perforce, Jira

Interpersonal Skills:

- Analytical skills
- Documentation writing
- Verbal communication skills
- Time management

Languages: English, Mandarin

AWARDS

A Moment in a Frame - *Canal St. Art Gallery | Vermont | 2015*