

# Zhongyan (Josh) Li | Level Designer

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## EDUCATION

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Carnegie Mellon University, Entertainment Technology Center (ETC)  
*Master of Entertainment Technology*

Pittsburgh, PA  
Graduated May 2022

University of California at Berkeley, School of Letters and Science  
*B.A. in Cognitive Science*

Berkeley, CA  
Graduated May 2020

## SKILLS

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### Language:

Japanese (around N2 level), English (Bilingual)

### Design:

Level Design / Blockmesh | Narrative Design | Combat Design | Design Documentation | Rapid Prototyping | Design Analysis | Rapid Iteration

### Tools & Programming:

C# scripting (Visual Studio) | Unreal 4 & Unreal 5 (2 years) | Unity (2 years) | Maya (2 years, focusing on creating level blockmesh creation and playtesting) | Final Cut Pro X | Perforce | SVN | Windows Office | Unreal Blueprint

## WORK EXPERIENCE

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### NetEase Games: Level Designer

Jul 2022 - Present

- Working on a yet-to-release third-person shooter title as a level designer. Took over, built upon and playtested multiple existing greybox levels. Daily tasks involve level map and geometry creation, in-game enemy and item placement, scripting level and mission progression, parameter adjustments, design documentation.
  - Tweak existing level geometry as well as added new gameplay and level flows on top of the content that was already implemented using in-house tools and pipelines.
  - All major gameplay building tasks are carried out in NetEase's in-house Unreal Engine 4 and proprietary scripting tool similar to Blueprint in Unreal Engine 4.
  - Documented all the built levels using in-house decimation tools and standards to ensure smooth propagation of later content in the game.

## PERSONAL PROJECTS

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### Level Designer & Narrative Designer

Dec 2020 – Present

- Inspired by the famous painting [Isle of the Dead](#) by Arnold Böcklin, created level greybox with Dark Souls 3 gameplay mechanics.
  - Used MAYA, Unity Engine and C# in Visual Studio in creating the level.
  - Designed completely new gameplay mechanics on top of the original gameplay.
  - Completed design documentation detailing the creative process of the project.
  - You can find out the playable Demo here: <https://www.zhongyanli.com/elden-ring-level>

- Created level greybox with *God of War* (2018) gameplay using MAYA and Unreal.
  - Conducted necessary playtest session with friends to polish the overall level flow.
  - Wrote a complete narrative script on the story for the level.
  - Completed design documentation such as interest curve, pacing graph, flow map etc.
  - Scheduled a post-mortem session with level designer from Santa Monica Studio to further discuss the good and the bad of the level. Summarized them all into a formal post-mortem document.
  - You can find the level here: <https://www.zhongyanli.com/god-of-war-level>
- Inspired by the famous [Tianmen Mountain](#) in China, created level greybox with Uncharted 4's gameplay using MAYA and Unreal.
  - Completed design documentation such as interest curve, pacing graph, game progression flow map.
  - Wrote a complete story script that details the story as well as the dialogue in the gameplay.
  - You can find out more about the level here: <https://www.zhongyanli.com/uncharted-level>
- Wrote the screenplay and for a game I named "Sober Society". A narrative-focus interactive experience inspired by the presentation of "What Remains of Edith Finch". The story is based on my personal experience drinking at a bar in Shanghai. The style I wrote the script in was inspired by the film [The Sun Also Rises](#) by Jiangwen as well as the "[Distancing Effect](#)" first proposed by German playwright Bertolt Brecht.
  - You can find the level here: (<https://www.zhongyanli.com/sober-society>)
- Familiarize myself with Unreal Engine 5, paying specific attention to systems such as Montage, Notify, Blueprint, Behavior Tree, State Machine, Animation Blendspace. Later built and tested a RPG combat prototype similar to that found in *Dark Souls* games.

## ACADEMIC GAME PROJECTS

### Game Designer: Puzzle Game: "Dreamward"

Fall 2021

- Worked in a team of six as game designer. Created a novel puzzle game with gameplay based on shifting camera perspective
- Pitched, designed, prototyped, and iterated on all gameplay mechanics. Updated design documentation as well as tracked asset production progress in collaboration with the producer.
- Maintained strong team dynamics as well as efficiency by ensuring effective communication between art and programming personnel.
- You can play the game here: <https://tinyurl.com/37zyfcuc>

### Game Designer: Educational Video Game on Cybersecurity Concepts: "Kayalst"

Fall 2021

- Worked in team of five as game designer. Created 4 entire mini games that center on teaching high school students cybersecurity and programming ideas.
- Pitched, designed, prototyped, and iterated on all gameplay mechanics.
- Maintained strong team dynamics efficient and effective communication.
- You can play the game here: [https://chunangang.github.io/picoCTF\\_build/index.html](https://chunangang.github.io/picoCTF_build/index.html)

**Visual Story: Film Director, Screenwriter, Co-producer**

**Fall 2020**

- Wrote and directed all three of the team productions / short films throughout the semester.
- Worked with a team of five with different levels of understanding of films.
- Check out the films here: <https://youtu.be/WNyLIAT-RIE> | <https://youtu.be/SicnJkM1wgo>

**Building Virtual Worlds: Game Designer**

**Fall 2020**

- Worked in teams of five on interactive projects and entertainment experience through prototyping, development, and iteration. Maintained strong team dynamics among individuals from different time zones, diverse backgrounds and varied creative perspectives.
- Pitched, designed, and prototyped game mechanics for VR and multiplayer games and interactions using Unity and told interesting stories delivered on time and within technical constraints.
- URLs to the two proudest productions that qualified for the ETC Festival:  
<https://youtu.be/5pvk48ezLGI> | <https://youtu.be/-ByHciAU4H0>