

Zhongyan (Josh) Li | Level Designer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Pittsburgh, PA

Master of Entertainment Technology

Expected Graduation: May 2022

University of California at Berkeley, School of Letters and Science

Berkeley, CA

B.A. in Cognitive Science

Graduated May 2020

SKILLS

Design:

Level Design | Design Documentation | Rapid Prototyping | Design Analysis | Active Communication | Management, Producing

Tools & Programming:

Unreal 4 | Unity | Maya | Final Cut Pro X | Perforce | SVN | Windows Office | Unreal Blueprint

Work Experience

NetEase Games: Level Designer

Summer 2021

- Worked on a yet-to-release TPS title as level designer. Collaborated with design director and leads; pitched, designed and owned multiple levels & quests. Iterated on feedback to form and maintain level and quest vision.
- Took over multiple existing greybox levels. Playtested and iterated the levels & quests using in-house tools and pipelines, including but not limited to in-house UE4 engine and visual scripting system similar to Unreal Blueprint.
- Final levels and quests were integrated into closed alpha test versions of the game.

PERSONAL PROJECTS

Level Designer & Narrative Designer

Dec 2020 – Present

- Blocked out complete level greyboxes with God of War and Uncharted 4's gameplay using MAYA and Unreal. Completed design documentation such as interest curve, pacing graph, game progression flow map as well as story script. (<https://www.zhongyanli.com/>)
- Blocked out level greybox for the game *Dark Souls* based on inspirations derived from Kafka's novel *The Castle* using MAYA and Unreal 4.
- Wrote the screenplay and designed the gameplay for a game I named "Sober Society" (<https://www.zhongyanli.com/sober-society>). A narrative-focus interactive experience inspired by the presentation of "What Remains of Edith Finch".

ACADEMIC PROJECTS

Educational Video Game Teaching Cybersecurity Concepts

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

Building Virtual Worlds: Designer, ETC

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.

Visual Story: Director, Screenwriter, Co-producer, ETC

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.
- URLs to the two proudest film productions:
<https://youtu.be/WNyLIAT-RIE> | <https://youtu.be/SicnJkM1wgo>

PROJECT MANAGEMENT EXPERIENCE

Berkeley Sutardja Center for Entrepreneurship and Technology (SCET)

Berkeley, CA

Course founder, designer, and instructor

Dec 2018 – May 2019

- Founded the decal course “Decode Silicon Valley Startup Success” (<http://svstartupdecode.com>) examining the Silicon Valley startup process. Managed content team of 10 people, Q&A sessions, and workshops.