RONALD WANG

Game Systems Designer

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SKILLS

Level Design
Systems Design
Encounter Design
Gameplay Prototype
Puzzle Design
World Building

Software
UE4, UE5, Unity
Creation Kit
Source Engine
Perforce, SVN
Hansoft, Jira
Xmind, DrawIO

Programming
C, C++, C#
Unreal Blueprint
Lua, YAML
Python

Game Production
Agile Development
Rapid Prototyping
Scrum Methodology
Team Leadership

EDUCATION

MSc in Digital
Game Development
Spec. in Level Design
SMU Guildhall
2019 – 2021, US

BSc in Computer
Science
Zhejiang University
2009 – 2013, China

LANGUAGE

Chinese
English
Japanese

WORK EXPERIENCE

Associate Game Designer | Gearbox Software, US   Jul 2021 – Now
- Write and pitch gameplay designs for an AAA co-op shooting video game
- Prototype new gameplay systems with system designers in Unreal Engine 5
- Create IOs and scenarios for mission and activity use

Indie Game Designer | 4DDoor Game Studio, China   Jul 2016 – Aug 2017
- Developed the game *Will: A Wonderful World* and published on Steam, PS4, and Switch
- Designed branches of the character stories and achievement system
- Won IndiePrize 2016 Finalist Asia and the USA, Famitsu Gold Award 34/40
- Gained experience in indie game development and game publishing skills

Senior Game QA Engineer | NetEase Co., China   Jul 2013 – Apr 2016
- Gained experience in multiplayer FPS games and Card-Trading games design
- Responsible for character skill test, economy system test and battle balance test

SOLO PROJECTS

Master's Thesis - Best Practice for Co-op Puzzle Game Design   8 months, 2021
- Established a four-stage best practice guide for cooperation puzzle design
- Analyzed 3 co-op design patterns and proposed solutions for potential problems
- Created co-op levels in *Portal2* with Hammer Engine to demonstrate the final results

Next Settlement - *Fallout 4*, Bethesda's Creation Kit   3 months, 2020
- Designed 1 quest with 10+ stages, four different encounters and a core story
- Designed 6 NPCs with different and scripted the AI behaviors for each stage
- Draw digital maps for 1 small world and 2 interior spaces, built them in the editor

Laser Maze - Unreal 4 mini puzzle game   2 months, 2020
- Developed a mini puzzle game using laser shooting and reflecting mechanics
- Wrote blueprints to implement the mechanics and created 7 puzzle levels in total
- Refined and iterated on the puzzles based on playtesting feedback

TEAM PROJECTS

Trikaya - 1st person exploration puzzle game   4 months, 2020
Lead Game Designer, 11 people team, Shipped to Steam   Engine: Unreal 4
- Guided the vision of the game, communicated with the lead team and stakeholders
- Provided written requirements and visual references for UI, VFX, and functions
- Designed and refined levels to support the intended gameplay

HaberDashers - Arcade racing game   4 months, 2020
Level Designer, 56 people team, Shipped to Steam   Engine: Unreal 4
- Prototyped 10+ speed maps and brainstormed interesting gameplay ideas
- Cooperated with programmers to design 4 different AI behavior types
- Implemented 2 final levels in-engine, 1 living room track, and 1 bathroom track