



Xinyu "Layne" Zhang

(TECHNICAL) LEVEL / GAME DESIGNER

laynezhang05@gmail.com

xinyulaynezhangportfolio.com

www.linkedin.com/in/xinyu-layne-zhang/



EDUCATION

Southern Methodist University

Master of Interactive Technology: Level Design

2022 – 2024

The University of Melbourne

Bachelor of Computer Science and Software Development

2018 – 2021 QS World Top 15

SKILLS

/ Design

- Level design
- Combat design
- Quest design
- Rapid prototyping
- Documentation
- Feedback analysis
- Rapid iterations
- Systems design
- Puzzle design
- Game design
- Multiplayer design
- World building

/ Tools

- Engines & Editors -

- UE 5
- Unity
- Chrome Engine 6
- Hammer
- Creation Kit
- Netradiant

- Scripting -

- Blueprint
- Lua
- SQL
- Python
- C#
- Papyrus
- XML
- JAVA

- Collaboration -

- Perforce
- Jira
- Monday
- SVN
- Miro
- Slack

- Creation -

- Adobe Suite
- Google Suite
- 3ds Max
- Officec Suite
- Draw.io
- OBS

/ Development

- Agile methodology
- SCRUM methodology
- Game Pipeline knowledge

AWARDS

GDC Game Narrative Review

Gold Winner 2024

- Fatal Frame III: The Tormented (2005)

WORK EXPERIENCE

Aethos Interactive | Programmer (UE5 Blueprint) & Game Designer

Employed Time: Jul - Sep, 2024 (Contract) **Location:** Remote (Under NDA)

- Brainstormed and whiteboxed game ideas
- Built different courses (with level design principles) for gyms with various mechanics
- Developed level tools, devices, and traps for other designers
- Assisted with weapon, item, and physics implementation
- Implemented visual (particle system), auditory, and haptic feedback for specific interactions

PapaBox (Pinyou) | Level & Narrative Designer (Internship) (Puzzle)

Title: 1. *Sidi (Dead Place)* 2. *LingYi YanJiuShe (Paranormal Research Group)*

Employed Time: April - June, 2022 **Location:** Chengdu, Sichuan, China

- Designed the first level (script, layout, flow & puzzles) for the acclaimed game "Sidi"
- Implemented a new level based on the given level design document for the published game "LingYiYanJiuShe" with artists and programmers
- Documented player feedback, and made corresponding refinements to "LingYiYanJiuShe"
- Re-wrote scripts for published games to optimize the logic & appeal of the story
- Created & delivered gameplay & story outlines for new game ideas biweekly

SMU Guildhall | Level Design Graduate Assistant

Employed Time: Jul 2023 - May, 2024 **Location:** SMU, Dallas, United States, TX

- Supported students via Level Design Labs & online resources
- Gave design advice and helped address design issues on documents & levels
- Helped implement/troubleshoot technical challenges in various engines

PROJECTS

/ Team Projects

Asurya's Embers (Shipped in 2024) | UE5 | Level & Combat Designer | 23 Weeks

Bow & Arrow FPS | Light (damage) & Shadow (shelter) mechanic

- Designed arrow types & shooting-related mechanics (e.g., weak points revealing)
- Conceived puzzles based on environments, arrows & light and shadow mechanic
- Prototyped pulley systems & shoot-to-activate platforms
- Planned enemies based on progression, skills tested, terrains, themes, and combat styles
- Created & built Level 2 (Terrace & Cave) from scratch (Ideation - Document - Development)

/ Individual Projects

Fallout 4: Half-Life | Editor: Creation Kit | 8 - 16 weeks

Level Designer | Scripter (Papyrus)

- Implemented the custom weapon: Grenades that can confuse enemies and turn them hostile to anyone they see
- Crafted spaces featuring verticalities, reuse of space, vantage points transitions, and multiple paths tied to different playstyles and risk & rewards
- Incorporated distinctive visual themes into spaces, featuring environmental storytelling, and crafted an engaging narrative flow (with a twist at the end).

Fallout 4: Predator's Ploy | Editor: Creation Kit | 16 weeks

Level Designer | Systems Designer | Scripter (Papyrus)

- Implemented a custom Buff System: Choose a random reward after killing a certain number of enemies (choose from Buffs/Caps)
- Customized a Vending System: Trade caps with weapons, or spend caps to level up buff system which affects the quality of the buffs players can choose from
- Created combat areas featuring unique theme & terrain