XINYUN SHEN

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1st place Level and Gameplay Designer - International Art & Design Studio hosted by Tsinghua and Roblox

Level Designer passionate about environmental storytelling and fragmented narratives.

EDUCATION

Master of Science in Game Design and Development   Expecting 05/25

University of Southern California, Los Angeles, CA

-Student Assistant for CTIN489, a course on intermediate game design and production.

Bachelor in Architecture   07/23

Tsinghua University, Beijing, China

-Led Tsinghua University's CCYL Committee, organized major events, including the 110th-anniversary celebration.

-Designed and supervised impactful recreational activities, and authored publicity articles with 100k+ views on WeChat.

PROFESSIONAL EXPERIENCE

Tsinghua University Art Tech Innozone，ATI   11/21-Present

Designer & Technical Assistance Intern

- Designer for the Art Tech Innozone's Roblox Exhibition layout, a highlight at the University's Science Festival, drawing 2000+ visitors.
- Mentor and teach attendees technical skills in Unity such as C#, navmesh, animator and shadergraph.
- Artist for AI-Game workshop, use Stable diffusion and Photoshop to create the main visual, posters, and other promotional materials for the event.

Tencent, Lightspeed Studio   08/22-11/22

Level & Mission Design Intern

- Collaborated with a cross-functional team of over 40 designers, animators, engineers, and writers to craft the immersive level experience for a Navy region utilizing Unreal Engine 4.
- Designed and engineered level progression for 3 distinct instances within the Navy region while inventing compelling gameplay and mission structures for the challenging cliff region, elevating the overall gaming experience.
- Tested and iterated designs to assess player movement capabilities, improved camera motion, and evaluated the player grappling hook system's functionality within the game levels.

Escape Room & Puzzle Design Studio   03/20-05/22

Escape Room & Puzzle Design Intern

- Redesigned mechanical puzzles for 5 intricate escape room projects, including internal mechanical structures and digital lighting systems.
- Lead designer of the escape room, the Twins, resulting in heightened player engagement.
- Crafted and introduced 2 captivating game puzzles and quizzes for the 9th season of the popular TV show, "Super Brian", contributing to its success and entertainment value.

SKILLS

Game Engine: Unity, Unreal Engine4, C#, Unity Shadergraph, Behavior Designer, UI toolkit, Perforce, GitHub

Level Design: 3D Level Design, Mission Design, 3dsMax, Zbrush, 3d Modeling, Architecture, Environment art, CAD