

SIZHE XU

GAME LEVEL DESIGNER

CONTACT

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toazalea.com

PROFILE

I am a proficient and innovative level designer with professional quality experience in both game design and management. I strive to design levels and games that bring an immersive experience to the player. Enthusiasm and energy are what I contribute to every project, where I can merge entertainment with inventiveness.

SKILLS

Management Skills

- HR Management
- Leadership
- Project Management
- Marketing
- Operations Management
- Communication Skills
- Language proficiency in English, Chinese, and Japanese

Game Design Skills

- Unreal
- Unity
- MAYA
- Substance Painter
- Documentation writing
- Level Design
- World Design

PROJECT EXPERIENCE

HOAG'S END

2021

- Produced an innovative RTS game in four months from sketch to a well-polished work.
- Designed the gameplay, maps, ships, skills and technology upgrades.
- Analyzed players' feedback and implemented updates and iterations to the game.
- Used tools and tables to visualize the parameters, analyzed the game data and made balance adjustments.

Key achievements:

- Highly polished student project.
- Received recognition from professionals within the industry.
- Achieved a perfect rating on the peer evaluation.
- Generated a high velocity of tester interest.

TRICHROMATIC WITCH

2021

- Produced effective documentation to communicate with the team in a limited time.
- Guided the Brainstorming process based on specific game topics.
- Designed game levels to provide players with an intriguing completed game loop.

Key achievements:

- Managed a team of seven members and assigned tasks based on their level of expertise.
- Developed projects from scratch and successfully navigated the iteration and progression of game design.

JOURNEY FARM

Currently under-development

- Collaborating with industry professionals to produce gameplay elements
- Writing professional design documents as required.
- Studied the Chinese design strategy and applied it to the actual production.

Key achievements:

- Applying 360° approach by designing multiple playstyles in a single map
- Blending design ideas from different regions and inspiring the team to appeal to a global market.

EDUCATION

ONTARIO COLLEGE GRADUATE CERTIFICATE, GAME LEVEL DESIGN

Sheridan College | 2020 - 2021

BACHELOR OF COMMERCE, MAJOR IN LEADERSHIP & ORGANIZATION MANAGEMENT

University of Guelph | 2015 - 2020