



Lei Qian ([LinkedIn](#))

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SUMMARY

Willing to dedicate all the time and enthusiasm to obtain new knowledge. Firm believer of all the life experiences as a fundamental basis to design games. Capable to work under pressure and with multiple team members.

SUMMARY OF SKILLS

<u>Toolkits & Technical</u>	<u>Design/Art</u>	<u>Ability</u>
Unity 5+	Maya	Fluent in Mandarin & English
C#	Blender	Testing, Debugging & Analysis
Perforce (PV4)	SketchBook	Teamwork and Leadership skills
SourceTree	Adobe Photoshop	Written/Verbal Communication Skills

EXPERIENCE

<u>Game Designer</u>	<u>Lux - Independent</u>	<u>05/25/2018 - Present</u>
<ul style="list-style-type: none"> Creating all levels, environment and lighting while balancing difficulty and learning curves using Unity engine and Unity ProBuilder. using blender to make low poly environment assets. Designing mechanics and working with our programmer to implement them. Organizing the UI, making it simple and clear for players, also making animations for models and UI sprites. 		
<u>Game Design Internship</u>	<u>Full Sail University</u>	<u>05/01/2018 - Present</u>
<ul style="list-style-type: none"> Assisting Course Directors on their task related to students, helping students with Unity Engine and C#. Providing constructive design feedback to students to support their learning process. 		
<u>Game Designer & Programmer</u>	<u>Match Maker – Near Publishing</u>	<u>04/05/2018 - Present</u>
<ul style="list-style-type: none"> Creating all levels and adding the environment. Balancing the difficulty curves and player feedback. Designing and implementing the function for the UI buttons, level selection and the rules page. Making animations for the game sprites and particle effects, UI and buttons. Prototyping the mechanics and showcasing the idea to other team members. 		
<u>Level Designer & Game Designer</u>	<u>Animal Story - Independent</u>	<u>02/10/2018 - 03/15/2018</u>
<ul style="list-style-type: none"> Built levels with puzzles, environment, focused on player feedback and introduced mechanics. Focused on level optimization and functionality Worked with programmers on the AI attacking, chasing, hunting system and different characters abilities. 		
<u>Level Designer & Programmer</u>	<u>Lightmare – Full Sail University</u>	<u>07/10/2017 - 02/25/2018</u>
<ul style="list-style-type: none"> Created complex puzzles, implemented payer feedback, environment, and balanced the difficulty curve. Designed and coded the feature mechanics present in the game and through the levels. Implemented a smooth camera transition system to emphasize different areas of the level. 		
<u>Level Designer & Programmer</u>	<u>Splinter Twin - Independent</u>	<u>10/2017 - 11/2017</u>
<ul style="list-style-type: none"> Joined the Tencent 2017 Student Game Design Competition “New Idea”, got in the Quarter-Finals. Designed and created levels, puzzles, and implemented a Boss level using Unity engine. Coded and designed a boss level using C#. 		
<u>Level Designer & Programmer</u>	<u>Frogger Souls -Full Sail University</u>	<u>9/2017 - 10/2017</u>
<ul style="list-style-type: none"> Made a replica of the classic <i>Frogger</i> and added difficulty of <i>Dark Souls</i>. Coded the boss behaviors, leaderboard, collectibles, generator, AI movement and player behavior in C#. Created different functionalities for the boss when enter different stage in Unity. Created Health bar, timer, cooldown bar, life icon, collectibles, points properly and easy for players to check. 		

EDUCATION

Full Sail University. Orlando, Florida	June 2016 – Feb 2018	Bachelor of Science in Game Design	GPA 3.93/4.0
Salutatorian, Advanced Achiever and Project and Portfolio III: Game Design awards were given.			
Syracuse University. Syracuse, NY	Sep 2012 - May 2016	Bachelor's Degree in Accounting	GPA 3.4/4.0