



# 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 &amp; 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

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

## 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