

Ziheng Xiao

LEVEL
DESIGNER

412-897-4987
zihengx@andrew.cmu.edu
zihengxiao.com

3030 S Water St, Apt 104, Pittsburgh, PA, 15203

EDUCATION

Carnegie Mellon University Entertainment Technology Center (ETC)

- Master of Entertainment Technology

Pittsburgh PA May 2021

Ohio State University

- B.S. in Mathematics

Columbus OH May 2018

EXPERIENCE

Level Designer

Freelancing

Unannounced Project

May 2020 - Present

Indie Game Genre: Walking Sim

- Using built-in block out package in Unreal 4 to create **layouts and levels**.
- Delivering documentation such as pacing graph, emotion graph, game progression flow chart to meet content requirements.
- Building in-game events using Unreal Blueprint.

Level Designer

Giant Combat

School Project

Jan 2020 - May 2020

Discovery Project Genre: VR Action

Find innovative design about melee combat against a Large Scale Enemy in VR

- Blockmeshed 2 prototypes using MAYA and Unreal.
- Designed a combat sequence for the second prototype.
- Delivered documentation such as flow map, structure map and combat phases to communicate design ideas with teammates from other disciplines.
- Collaborated with programming, production, art and design teammates to playtest, iterate and polish on prototypes.

Project Website <https://www.etc.cmu.edu/projects/giant-combat/>

Game Designer

Programmer

Building Virtual World

School Project

Aug 2019 - Dec 2019

- Created 5 immersive worlds with different teams of 5 in every two weeks.
- Utilized hardware such as Magic Leap, HTC VIVE, and other non-traditional platforms to create immersive gameplay.
- Wrote gameplay code using C# in Unity 3D with testing and debugging.
- Accomplished project objectives in technical and design areas to facilitate smooth gameplay.
- Coordinated with programming, production, art teammates to create innovative game content.

Level Design Practice

Personal Project

Dec 2019 - Present

Designing levels for existing console action games.

God of War Level <https://www.zihengxiao.com/godofwar-level>

- Designed a 30 min to 45 min level that fits the God of War theme.
- Blocked out the map using MAYA and Unreal.
- Designed 3 puzzles.
- Delivered documentation such as flow map, puzzle break down, combat break down, and interest curve.

Uncharted Level

- Designed a 45 min level that fits the Uncharted theme.
- Blocked out the map using MAYA and Unreal.
- Designed multiple combat area.
- Delivered documentation such as narrative description, pacing graph, emotion graph, emotion chart, flow map, combat break down, and interest curve.

SKILLS

Design

- Level Design
- Combat Design
- Narrative Design
- Puzzle Design
- Documentation
- Prototyping
- Block out
- Analysis
- Playtesting

Programming

- C#
- Unreal Blueprint

Tools

- MAYA
- Adobe Illustrator
- Adobe Premiere
- Github
- Perforce
- Unreal
- Unity
- Windows Office

Language

- English
- Chinese
- Japanese