



Joey Huang

Technical Level Designer

Experience

Technical Level Designer

Company: **18 Large Rats** , 01/2025-08/2025

- Authored implementation-ready system/design specs (GDD-lite) for level systems and puzzle mechanics, defining goals, constraints, data fields/tuning ranges
- Implemented systemic content in UE5 Blueprints and data tables, encounter/event logic, triggers, and state handling, while exposing parameters for difficulty, pacing, and reward timing
- Delivered clear level & visual guidance via diegetic signposting, spatial layout, and lighting to improve readability, way finding, and moment-to-moment clarity in open areas.

Technical Level Designer

Personal Project: Silent Evil: Hunk, 10/2024-12/2024

- Built a modular inventory and level-event framework in UE5 Blueprints and data tables; documented them as implementation-ready specs (GDD-lite) with goals, constraints, data fields/tuning ranges
- Designed and implemented puzzle mechanics with deliberate spatial layout and diegetic visual cues to guide decisions; tuned difficulty, pacing, and systemic balance across scenarios. Created wireframes and technical flows to support early concepting and cross-team alignment.
- Led playtests and feedback-driven iteration; captured observations and lightweight metrics to refine player flow and clarity

Technical Level Designer

Company: **338th Training Squadron** , 2/2025-5/2025

- Designed and implemented Level-1 gameplay systems—terrain mechanics, interactive events, and dialogue-driven onboarding—and documented them as implementation-ready specs (GDD-lite) with goals, constraints, data fields/tuning ranges, and acceptance criteria to enable Engineering, Art, and QA
- Tuned progression gates, encounter pacing, and reward cadence through playtests and feedback-informed iteration; partnered with QA on test cases and bug fixes to maintain content quality

Associate Game Designer

Company: **Netease** , 02/2024-04/2024

- Collaborated with design leads to support implementation of core UI content, contributing to layout logic, interaction clarity, and system messaging from a player-first perspective
- Designed onboarding flows and contextual content to guide new players through mechanics and narrative setup, enhancing comprehension and first-time user engagement

Email

hzhuyi922@gmail.com

Website

<https://hzhuyi922.wixsite.com/zhuoyi-huang-level-d>

<www.linkedin.com/in/zhuoyihjoey>

Language:

Chinese (Native)

English (Fluent)

Skill & Tool:

Level Design

Unreal Engine 5

C#

- Blueprint Scripting

C++

- Widget Blueprint (UI)

Java

- Level Sequencer

Visual Scripting

- Level Streaming

Playtesting & Iteration

- Lighting & Atmosphere

Narrative Design

- Cinematic Camera

- Prototyping (Blueprint)

Jira

Miro

- Task Tracking

- Visual collaboration

- Sprint

- Flowcharts

- Collaboration

- Design Documentation

Education:

M.S. Game Development

University of Central Florida - FIEA

2024-2025

B.S. Major: Game Development,

Minor: Computer Science

Miami University - Oxford

2017-2021