



Joey Huang

Gameplay Designer | Technical Level Designer

Experiences

Ampersandbox Interactive - Blood Memory | UE5

Technical Designer | 08/2025 - Present | Team Size: 22

- Designed and implemented all core gameplay features for the Lighting Puzzle, ensuring interactive mechanics aligned with designers expectations and level flow.
- Modularized the puzzle system and exposed all key logic parameters to designers, enabling flexible customization and rapid iteration without engineering support.

18 Large Rats - Husk Planet | UE5

Level Designer | 11/2024 - 12/2025 | Team Size: 18

- Prototyped and implemented gameplay features that enhanced player decision-making and clarity; collaborated with art and engineering to script events, UI widgets, and Level Sequences.
- Designed levels optimized for clear sightlines and intuitive navigation; led playtests and drove focused polish based on feedback and priority targets.

USAF 338th Training Squadron - Signal Surge | Unity 6

Level Designer | 01/2025 - 06/2025 | Team Size: 8

- Designed Level 1 objectives, terrain layout, and gameplay flow with clear win/fail conditions and a balanced earn-spend economy to support onboarding and core loop clarity.
- Iteratively tuned pacing, difficulty curves, and scoring systems based on playtest insights to maintain engagement and deliver a smooth player experience.

Silent Evil: Hunk | UE5

Technical Level Designer | 1/2024-12/2024 | Personal Project

- Built a modular inventory system with scalable architecture, using Data Tables to drive item attributes for designer-friendly customization and rapid iteration.
- Designed combat-focused levels with scripted gameplay beats, ensuring clear sightlines and timing; authored three branching endings with robust state transitions and narrative coherence.

Anthos Capital

Game Tester | 09/2021 - Present | Freelance

- Conducted weekly structured team playtests and delivered clear, actionable test reports to inform design and development iterations.
- Tested a range of PC titles, including Naraka: Bladepoint, Goose Goose Duck, Super Animal Royale, and Fangs, gaining broad insight into diverse gameplay systems and player experiences.

Email

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Portfolio and LinkedIn

<https://hzhuoyi922.wixsite.com/zhuoyi-huang-level-d>

www.linkedin.com/in/zhuoyihjoey

Language:

Chinese (Native)

English (Fluent)

Skill & Tool:

Level Design	Unreal Engine Unity
Content Design	• Blueprint Scripting
System Design	• Widget Blueprint (UI)
C#	• Level Sequencer
C++	• Level Streaming
Java	• Lighting & Atmosphere
Visual Scripting	• Cinematic Camera
Playtesting & Iteration	• Prototyping (Blueprint)

Jira

- Boards
- Backlog
- Sprint reviews
- Burndown

Miro

- Flows
- RACI
- Dependency map

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