

Joey Huang

Game Designer | Technical Level Designer

Contact



@JoeyHGameDesigner



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@Joey Huang

Education

Masters of Science

University of Central Florida -
Florida Interactive
Entertainment Academy (FIEA)
2024 - 2025

Bachelors of Science

Miami University - Oxford
2017 - 2021

Language

English (Fluent) Chinese (Native)

Skill & Tools

Tool

Unreal Engine 5
Unity 5/6
Autodesk Suite
Adobe Suite
Microsoft Suite
Blender
Perforce
Jira
PureRef
Miro
Flourish

Design

Level Design
System Design
Puzzle Design
Playtesting &
Iteration

Technical

UE5 Blueprint
Visual Scripting
Java
C#
C++

Professional Experience

Ampersandbox Interactive - [Blood Memory](#) | UE5

Technical Designer | August 2025 - December 2025 | Team Size: 22

- Developed a modular lighting puzzle system including laser behavior, dynamic beam shortening, RGB blending, and reflection using 1 light source, 1 prism, 3 mirrors, and 3 color-reactive statues.
- Enabled rapid designer iteration by exposing logic parameters and providing a drag-and-drop workflow, reducing setup and iteration time by roughly 40 percent.
- Implemented Phase 1 boss statue-destruction mechanic tied to the AI state machine, ensuring stable transitions into Phase 2 once all statues were broken.

USAF 338th Training Squadron - [Signal Surge](#) | Unity 6

Level Designer | January 2025 - May 2025 | Team Size: 8

- Designed Level 1 onboarding flow and tutorial dialogues so players could learn core mechanics within 2 minutes and complete the level in 5 minutes.
- Improved first-attempt comprehension by about 30 percent and reduced early-game confusion and pacing stalls by around 40 percent across multiple playtests.
- Structured event triggers, scoring thresholds, and difficulty pacing to introduce challenge progressively without blocking player progression.

18 Large Rats - [Husk Planet](#) | UE5

Level Designer | August 2024 - August 2025 | Team Size: 18

- Implemented exploration-driven puzzle gameplay across three areas, achieving 0 percent misnavigation, 80 percent key-object recognition, and 60 percent first-attempt solve rate.
- Scripted events, UI widgets, and Level Sequences in collaboration with art, engineering, and narrative teams, improving iteration speed by 35 percent.
- Designed levels optimized for sightlines, flow, and environmental cueing and conducted structured playtests with QA to refine pacing and clarity.

DAJOX - Post Redemption | Unity 5

Level Designer | April 2022 - October 2023 | Team Size: 22

- Designed the complete demo level layout for a 10 to 12 minute sequence and improved readability and navigation consistency across iterations.
- Coordinated with narrative, programming, production, and art teams to maintain aligned gameplay flow and trigger logic across all areas.

GameDejavu - [Déjà Vu](#) | UE4

Game Developer | August 2020 - May 2021 | Team Size: 5

- Built 3 sub-levels and implemented 10+ gameplay features including interactions, level events, transitions, puzzle flow, and cutscene setups using Blueprint.
- Collaborated closely with PM, artists, and programmers to ensure stable gameplay and level integration across all sub-levels.