

Wei Xie Game Designer

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SPECIALTIES

Game engine & tools:

- Unity
- Xcode
- Cocos Studio
- Level Editor

Visual design tools:

- Adobe Photoshop
- After Effects
- Autodesk Maya
- Microsoft Powerpoint

Scripting & Params:

- Lua
- JSON
- CSV

Source control:

- Github
- Perforce

EDUCATION

CARNEGIE MELLON UNIVERSITY. *Pittsburgh, PA.*
Master of Entertainment Technology | May 2016

BEIJING NORMAL UNIVERSITY. *Beijing, China.*
Bachelor of Science in Educational Technology | July 2013

TABLETOP GAMES

AI. A bluffing game that allows players to make their own rules.

High Five. A fast-paced party game for friends and family.

The Lore of Valoran. A game of questing and battle.

INDUSTRY EXPERIENCE

Pocket Gems. - *TBA strategy mobile title*

Campaign Team, Battle Team

Dec 2017 - Present

- Conceptualized, pitched and implemented campaign levels, tutorials, content, and UI visualization.
- Designed, built, balanced, and shipped experimental battles and experiences for both single-player and multiplayer modes.
- Collaborated closely with artists on creative direction for the game, and worked with product managers to define a game vision and guide the team towards it.
- Independently built internally playable/user-testable prototypes when the team was faced with design problems and obstacles.
- Created clear and concise design specs and various visual prototypes (such as wireframes, visual mockups, interactive prototypes).
- Directed online playtests as well as analyzed and distributed strategic takeaways for the team.
- Scripted levels and content in our proprietary engine and taught others how to use our tools.

Onboarding Team

July 2016 - Dec 2017

- Designed and built tutorial missions and teaching demos for more than 100 units in the game.
- Designed and implemented onboarding flow for non-gameplay systems, such as unit upgrading and social features.
- Shipped content and updates for a soft-launched mobile game and iterated based on internal and player feedback.
- Wrote specs and worked on unit design, battle prototyping and AI balance.
- Took the initiative to analyze different game systems and pitch design solutions continually.

INDIE TITLES

2014 -2016

Garden. *VR, MR (Mixed Reality), Google Project Tango.*

A MR game that reconstructs the real environment into a virtual world for players to interact in real time. **Featured** on Google Tango Play Store. **Published** a [paper](#) in ACM's CHI 2016.

Designed mechanics, interaction and implemented 3D art.

PABO. *Puzzle Game, PC, Mobile: iOS*

A watercolor style platform puzzle game that allows players to navigate with one simple tap. **Published** to the App store.

Designed mechanics, levels, and UI/UX. Created 2D art assets.

Lending Hearts. *Social customization, Mobile: Android, iOS*

A mobile game for kids in the Lending Hearts community that encourages creativity and companionship. **Published** to the Google Play Store.

Designed game mechanics, UI/UX, and social systems.

Hungry Donkey. *Racing Game, Multi-platform*

A party racing game that allows players to compete in groups.

Designed mechanics, interaction and UI. Created 3D assets and handcrafted props.