

# Wei Xie Game Designer


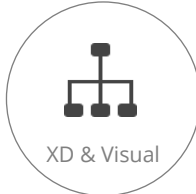
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## PERSONAL STATEMENT

I am a game designer, artist and a hardcore gamer. Taking play seriously, I am conscious about design and love experimenting with new ways to engineer fun experiences.

My objective is to seek a Game Design position. I am very passionate about creating games that could offer players challenge, fellowship, fantasy and sensation.

## MY SPECIALITIES

	Skills	Tools
 Game Design	<ul style="list-style-type: none"><li>- Mechanics</li><li>- Systems</li><li>- Levels</li></ul>	<ul style="list-style-type: none"><li>Unity 3D</li><li>Cocos Studio</li></ul>
	<ul style="list-style-type: none"><li>- Paper Prototyping</li><li>- Playtesting</li><li>- Documentation</li></ul>	<ul style="list-style-type: none"><li>Perforce</li><li>Mercurial</li></ul>
	<ul style="list-style-type: none"><li>- UX/XD</li><li>- UI/GUI</li></ul>	<ul style="list-style-type: none"><li>Microsoft Office</li></ul>
 XD & Visual	<ul style="list-style-type: none"><li>- Graphic Design</li><li>- Video Editing</li><li>- Html, CSS</li><li>- C, Java</li></ul>	<ul style="list-style-type: none"><li>Photoshop</li><li>Maya</li><li>Illustrator</li><li>InDesign</li><li>Premiere</li><li>After Effects</li><li>Dreamweaver</li></ul>

## EDUCATION

Carnegie Mellon University.  
Master of Entertainment Technology | May 2016, Pittsburgh, PA

Beijing Normal University.  
Bachelor of Science in Educational Technology | July 2013, China

## ACADEMIC PROJECTS at the Entertainment Technology Center, Carnegie Mellon University

- PocketRoom.** AR, Occipital Structure Sensor, iOS Jan-Present  
Designer
  - Designing a markerless augmented reality App that creates a new approach to interior visualization.
  - Designing user experience, interaction and wrote design documentation.
  - Conducting user tests and iterating the design accordingly.
- Garden.** VR, MR (Mixed Reality), Google Project Tango Sept-Dec 2015  
Game Designer, Artist
  - Designed a mixed reality game that reconstructs the real environment into an interactive virtual world for players to explore untethered in real time. **Featured on Google Tango Play Store.**
  - Co-author of the paper "Garden: A Mixed Reality Experience Combining Virtual Reality and 3D Reconstruction". **Accepted for the CHI 2016 conference.**
  - Designed: VR experience, hand interaction, game mechanics, and levels. Created all the art assets.
- Lending Hearts.** Mobile: Android, iOS Jan-May 2015  
Game Designer
  - Designed a mobile game for kids in Lending Hearts community that encourages creativity and companionship. **Published to the Google Play Store.**
  - Designed: mechanics, systems, levels and UI/UX. Wrote design documentation for our client.
  - Conducted and analyzed playtests. Created paper prototypes to help iterating the design efficiently.

## PERSONAL PROJECTS

- PABO.** Indie Mobile Game, Game Jam
- Board Games.** Individual Design works
  - AI. A social deduction and hidden role party game.
  - **The Lore of Valoran.** A game of questing and battle.
  - **High Five.** A speed action party game.
- A puzzle game **published to the App store.**
  - Designed mechanics, 15 levels and UI/UX.
  - Created watercolor styled assets.

## EXPERIENCE

- NetEase Games.** Hangzhou, China July- Aug 2015  
Interactive Visual Designer (Intern)
  - Worked in the User Experience Center and designed logos, icons and visual effects for four shipped titles.
  - Wrote analysis documents about interface design and interaction design for different projects.