

Wei Xie Game Designer


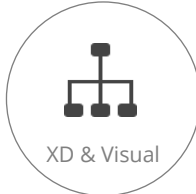
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PERSONAL STATEMENT

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">- Mechanics- Systems- Levels	<ul style="list-style-type: none">Unity 3DCocos Studio
	<ul style="list-style-type: none">- Paper Prototyping- Playtesting- Documentation	<ul style="list-style-type: none">PerforceMercurial
	<ul style="list-style-type: none">- UX/XD- UI/GUI	<ul style="list-style-type: none">Microsoft Office
 XD & Visual	<ul style="list-style-type: none">- Graphic Design- Video Editing- Html, CSS- C, Java	<ul style="list-style-type: none">PhotoshopMayaIllustratorInDesignPremiereAfter EffectsDreamweaver

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

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| PABO. Indie Mobile Game, Game Jam | Board Games. Individual Design works |
| A puzzle game published to the App store. <ul style="list-style-type: none">• Designed mechanics, 15 levels and UI/UX.• Created watercolor styled assets. | <ul style="list-style-type: none">• 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. |

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.