

ZIMO LIU 刘梓陌

GAME DESIGNER

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SKILLS

Design

Level Design
Gameplay Design
Game Breakdown Analysis
Blueprint/C++/C# Prototyping
Playtesting & Iterating
Design Document

Software

Unreal Engine 5
UEFN
Unity
Photoshop
Maya
ZBrush
Substance Painter
Substance Designer
Project Graph

Production Tools

Agile/ Scrum Management
HackNPlan

Version Control

GitHub
Perforce

Language

Chinese
English

Website/Portfolio QR



EDUCATION

University of Utah Salt Lake City, UT, USA
B.S. in Games, Minor in Computer Science 01/2023-NOW

Honors:

-GPA: 3.917/4 -Dean's List Student
-Teaching Assistant at Unreal Editor for Fortnite (UEFN) Class

Trinity College Hartford, CT, USA
Undeclared Major 09/2020-12/2022

Honors:

-GPA: 3.92/4 -Trinity Honor Student

Fudan University Shanghai, CN
Exchange Program 09/2020-12/2020

-Trinity & Fudan University International Exchange Program

PROJECT EXPERIENCE

Capstone Project – Blue Light Studio (18 People) Current Project
Gameplay, System, Level Designer -Blueprint, UE5

- Analyz reference game and create design document
- Design & prototyping basic features with UE5 blueprints
- Coordinate work content with art, narrative and programming team
- Block out Level design gymnasium, matrices and Whitebox
- Replace white box level with Environmental art assets
- Iterate level design based on player feedback

Plague – (6 People) – [Portfolio Page](#) Spring 2025
Gameplay, Level Designer – C#, Unity

- Design basic gameplay and features for 2D side scroller level
- Build the gymnasium and setting level matrices
- Build prototype features in C#
- Build level white box and iterate level design through playtest
- Communicate between artists and programmers

Way – (3 People) – [Portfolio Page](#) Fall 2024
Pixel Environmental Artist – GameMaker, PS, Aseprite

- Draw Concept Design for Pixel Environmental style
- Create and implement 2D Pixel style tileable parallax background
- Make and replace Sprite tile sheet for level white box
- Make pixel style VFX in GameMaker
- Adjust pixel art style based on playtest feedback

Pivot Of Light (Personal Project) – [Portfolio Page](#) Fall 2025
Gameplay, Level Designer, Programmer– Blueprint, UE5

- Design & prototyping game mechanisms & features from real life inspiration
- Implement basic game mechanisms & features with blueprinting
- Plan out level design with flow chat & layout
- Implement level design planning into level white box

Raid Level For Fortnite (Personal Project) Current Project
Gameplay, Level Designer – Verse, UEFN

- Design a PVE Adventure Level with TPS combat involving vehicles
- Design Varsity Mission Targets for different stages of game
- Implement Environment Art with Fortnite Assets