Yudong(Yuri) Wang Technical Game Designer

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Skills

Engines: UE4 | UE5 | Unity | Hammer | Radiant(BO3)

Programming Language: C++ | C# | Unreal Blueprint | Java | LUA | HTML

Software: Visual Studio | Rider | Maya | Figma | Adobe Photoshop | Perforce | Github | Jira | Notion | Google Suite

Design Abilities: Gameplay Prototyping, Technical Design, Level Design, Design Tool Development

Professional Experience

Unreal Engine Game Developer, *Brighton Beach Group LLC* 07/2023 – present

Pulse Arcana: Roleplay Classes and Magic, *Engine: UE4 / UE5* 🔗
- Co-designed and independently developed Pulse Arcana, the cross-platform Roleplay Classes, and Magic mod on ARK: Survival Ascended, currently has **10K+ downloads** on CurseForge.
- Created a customizable **Roleplay Class System** and an **Ability system**, including 4 types of 22 abilities to provide a unique game experience for each roleplay class.
- Designed and developed customization features that allow players to easily modify the mod via Google Sheets and server config files.
- Utilized **Unreal Networking/Replication** to ensure the Ability System and Roleplay Classes were functional in multiplayer.
- Actively engaged with the player community, iterating and balancing the mod based on player feedback to continually improve the game experience.

City Builder (WIP), *Engine: UE5* 🔗
- Developed City Builder, a mod for importing cities from Fantasy Town Generator, placing user-created buildings in ARK to the corresponding buildings of FTG cities, and spawning the entire city on the map for creating narrative experience in ARK.

Graduate Teaching Assistant, *New York University* 09/2022 – 12/2022
- Provide coding assistance and guidance to students at the Code Help Desk.

Personal Projects

The Moment (Master's Thesis) - Game Designer, Gameplay Programmer, *Engine: UE5* *4 Months, 2023* 🔗
- Designed a 15-minute-long story-driven puzzle game where players traverse into characters' minds, understand their perceptions of objects, alter their emotions by focusing on different things, and aim to make each character feel happy in the moment.
- Designed multi-layered puzzle mechanics comprising a total of 7 puzzles.
- Prototyped and Developed the gameplay system including the game loop, player controller, camera control, puzzle setup tools, etc.

Emo Shooter - Game Designer, Gameplay Programmer, *Engine: UE5* *1 Month, 2023* 🔗
- Designed a 3v3 shooter game mode with our design goals that encourages gameplay about strategy and cooperation, discourages defensive gameplay like camping, and weakens the importance of shooting skills to win.
- Developed the entire gameplay system using the Steam Online Subsystem to support multiplayer gameplay.
- Designed and blocked out a 100x100m FPS level with the idea of "Slope" which has 3 main paths that form a circular level structure.
- Created an in-game gunplay adjustment tool that helps the team create weapons.

Colosseum (CS:GO) - Level Designer, *Engine: Hammer* *3 Weeks, 2022* 🔗
- Designed a hide-and-seek horror-themed 1v1 duel game mode.
- Designed gameplay mechanics where players start with a knife and a pistol with 7 bullets, and have to seek and eliminate the opponent to win, fostering a high-stakes, suspenseful experience and emphasizing strategic movement, resource management, and tactical decision-making.
- Designed and blocked out a maze-style asymmetrical FPS map using destructible walls to serve the gameplay.

Education

M.F.A. in Game Design, *New York University* 09/2021 – 05/2023 | Brooklyn, NY

B.S. in Computer Science, *Kean University* 09/2017 – 05/2021 | Union, NJ
    Relevant Courses:
Computer Programming - Data Structures - Linear Algebra - Applied Statistics - Computer Systems - Obj-Oriented Anal & Design - Analysis of Algorithms - Operating Systems - Foundation of Data Analysis - HCI - Database Management Systems - Software Engineering - Principles of Networking - Cryptography & Cryptanalysis