

RYAN (Taiyu) WU

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Education

Master of Entertainment Technology Level Design & Game Design, Entertainment Technology Center, Carnegie Mellon University	Sep 2023 - Expected May 2025
Bachelor of Architecture Architecture Design, School of Architecture, Soochow University	Sep 2018 - Jun 2023

Personal & Work Experience

Pittsburgh Global Game Jam 2025 Mind Flooded <ul style="list-style-type: none">Website: https://globalgamejam.org/games/2025/mind-flooded-5A juicy physical game where players have fun pumping the Big Goal Bubble and exploding each other's brain.Role: Level Designer; 3D Art	May 2025
The 5th WODC (World Original Design Contest of Board Game) <ul style="list-style-type: none">Game Name: Nine Cards, Three ThievesA three-player strategy nine-card game designed in collaboration with another game designer.Role: Assistant Designer; Artist	Mar 2024 - Nov 2024
Internship Tus-Design Group <ul style="list-style-type: none">3D Modeling, Architectural Analysis, and Presentation	Jul 2022 - Sep 2022

Academic Project

Project Semester <ul style="list-style-type: none">Collaborated with five other students to develop a product that met the client's needs over the course of one semester.	Jan 2024 - Present
Project Lists	
<ul style="list-style-type: none">Pittsburgh Jump City Gravitrix<ul style="list-style-type: none">A Third-person Sports PC GameGame Genre: Sports & 3D PlatformerGame Engine: Unreal Engine 5Role: Level Designer, Game Designer, 3D Environment Artist	
<ul style="list-style-type: none">Game Pre-production Dungeon Museum<ul style="list-style-type: none">A 3D F2P Mobile GameGame Genre: Roguelite & Management SimulationGame Engine: UnityRole: Concept Artist, 3D Environment Artist, Level Designer	
<ul style="list-style-type: none">Building Virtual World (BVW)<ul style="list-style-type: none">Worked with different team members every two weeks to create playable games based on design requirements.Developed 3D games, including action and music games, using platforms like PC, VR/AR.Used Unity as the primary development tool.Roles included 3D Artist, Environmental Artist, Level Designer, and Game Designer.	

Skills

Level Design: Experienced in designing levels for various game types, skilled in rapid level prototyping and narrative design. Strong spatial planning and structuring skills, capable of using mainstream game engines to quickly build level prototypes.

Art: Proficient in hand-drawing and sketching, capable of creating scene concept art; skilled in using software such as Procreate, Photoshop, Illustrator, Blender, and Maya; familiar with the workflow of 3D modeling and scene construction.

Game Engines: Extensive experience with Unity, with a good understanding of its structure and workflow, as well as the ability to collaborate with programmers, artists, and other departments. Also familiar with Unreal Engine 5, primarily using it for building game environments and creating level prototypes.

Programming: Experience with C# for scripting in Unity for simple functionality.