

# RYAN (Taiyu) WU

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## Education

**Master of Entertainment Technology**

Sep 2023 – Expected May 2025

Level Design & Game Design, Entertainment Technology Center, Carnegie Mellon University

**Bachelor of Architecture**

Sep 2018 – Jun 2023

Architecture Design, School of Architecture, Soochow University

## Personal & Work Experience

- Pittsburgh Global Game Jam 2025 | Mind Flooded** May 2025
  - Website: <https://globalgamejam.org/games/2025/mind-flooded-5>
  - A juicy physical game where players have fun pumping the Big Goal Bubble and exploding each other's brain.
  - Role: Level Designer; 3D Art
- The 5th WODC (World Original Design Contest of Board Game)** Mar 2024 - Nov 2024
  - Game Name: Nine Cards, Three Thieves
  - A three-player strategy nine-card game designed in collaboration with another game designer.
  - Role: Assistant Designer; Artist
- Internship | Tus-Design Group** Jul 2022 - Sep 2022
  - 3D Modeling, Architectural Analysis, and Presentation

## Academic Project

- Project Semester** Jan 2024 - Present
  - Collaborated with five other students to develop a product that met the client's needs over the course of one semester.

**Project Lists**

  - Pittsburgh Jump City | Gravitrix** Sep 2024 - Dec 2024
    - A Third-person Sports PC Game
    - Game Genre: Sports & 3D Platformer
    - Game Engine: Unreal Engine 5
    - Role: Level Designer, Game Designer, 3D Environment Artist
    - Designed a district map with three areas for story mode and built the level blockout.
    - Developed collectible coins and optimized cable sliding ability using UE5 Blueprints.
    - Created 3D models in Blender and completed the environment art based on the level blockout.
  - Game Pre-production | Dungeon Museum** Jan 2024 - May 2024
    - A 3D F2P Mobile Game
    - Game Genre: Roguelite & Management Simulation
    - Game Engine: Unity
    - Role: Concept Artist, 3D Environment Artist, Level Designer
    - Created a basic world setting, including protagonist, NPC, enemy and world background.
    - Made concept arts for the museum, dungeon, weapons, and enemies.
    - Designed two dungeon maps with five rooms, built the level blockout, refined some environment art, and completed the museum interior design.
- Building Virtual World (BVW)** Sep 2023 - Dec 2023
  - 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.