

SKILLS

Software

Unity 2D & 3D
Unreal Engine 4 & 5
Maya
Adobe Photoshop
Adobe Substance 3D Painter
Github
Jira

Programming Languages

C# (2 years)
Python (basic)
Unreal Blueprint (basic)

Languages

English (proficient)
Mandarin (native)
German (2 years)

EDUCATION

New York University | 2019 - 2023

Bachelor of Fine Arts in Game Design
Minor in Business of Entertainment,
Media, and Technology

CONTACT

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YIBING CHEN

Level Designer & Game Designer

PROFESSIONAL EXPERIENCE

AlterStaff Studio | Game Designer | 2023 - Present

Responsible for developing new levels and mechanics for the game AI2U.

- **Designed** new levels and puzzles focusing on **player/NPC interactions** and **high replayability**.
- **Set dressed** levels in **Unity 3D**.
- **Managed production schedule** and development tasks with art, design, and development teams.
- **Wrote** character and level narratives that are coherent with the mechanics.
- **Produced** detailed design documentation for each level with puzzle conceptualizations.

Pocket Gems | Game Design Intern | June - August 2022

I redesigned the mobile game *Adventure Chef* to a merge-2 game, *Food Truck Dream*, with a team of 10.

- **Innovated** the appliances mechanic to create unique merge chains.
- **Wrote** game design documents and worked with senior designers, artists, and engineers.
- **Conceptualized** the merge board layout that introduces mechanics and delivers satisfying early game flow.
- **Wrote and implemented** all *Food Truck Dream* narratives in **Unity 2D**.
- The final game was published on both iOS and Android.

GAME PROJECTS

Ember Point (team of 8) | 2022-2023

A combat-focused action game with shooting and horror elements.

- **Co-designed** levels, enemy encounters, and puzzles.
- **Greyboxed, revised, and set-dressed** levels in **Unreal Engine 5**.
- **Designed** the character, Gravitus, coherently with the game's narrative.
- **Modeled** weapons and environmental assets using **Maya**; implemented them in UE5.
- **Managed** the art team and visual development.
- **Documented** playtest sessions and integrated the design based on feedback.

Anchors Deep (team of 8) | February - May 2022

A third person hack and slash game.

- **Designed and greyboxed** the tutorial level to introduce core combat and traversal mechanics (hook and reel player character into objects).
- **Iterated** all levels based on extensive playtest and combat changes.
- **Established** art direction to support the narrative and combat design
- **Modeled** environmental assets in **Maya** and implemented them in **Unreal Engine 4**.
- **Presented** the game at the NYU Game Center 2022 Showcase

Insomnia (team of 7) | February 2021

A Narrative Platformer for the 2021 Global Game Jam.

- **Designed and implemented** the level with the gate puzzle in **Unity 2D**.
- **Drew** 2D art assets with respect to the art direction.
- **Nominated** Best Overall at NYU Game Center out of 25 entries.