

Resume (English Translation)

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Education

University of Utah — Bachelor's in Game Creative Design & Research and Social Psychology (GPA: 3.803/4.0)

August 2022 – May 2025

- **Game Design Major:** Focus on level design, game narrative experience design, and game psychology, along with fundamental 3D modeling and producer-oriented coursework.
- **Psychology Major:** Studied clinical stress science, cognitive psychology, and social psychology; conducted social research on social pain points for gameplay design.

Internship Experience

Tencent — IEG, Market and User Research Department (User Research Group 2)

May 2023 – December 2023

- **Product Analysis:** Studied open-world game level design and flow (cinematic effects, worldbuilding/world sense), GaaS PVE shooter retention, ACT game narratives, and product positioning in FPS games.
- **Gameplay Innovation:** Learned to write commercial reports and conduct in-person interviews with high-value players. Organized Focus Group user interviews and reports, identified pain points, and established goals from both qualitative and quantitative perspectives, analyzing the latest game mechanics and social trends.
- **Desk Research:** Proposed design solutions for games in development, starting from gameplay. Consistently received “A” ratings and a 4.4/5 score on monthly reports and project tasks.

NetEase Games — Harry Potter: Magic Awakened

January 2023 – March 2023

- **Production-Sales Analysis:** Analyzed resource consumption pathways, the battle system's progression, system roles within the product, and constructed relevant mind maps.
- **Gameplay Design:** Explored the impact of numerical distribution and cinematic camera usage in cutscenes. Adopted a "presentation–setting–story" mindset for adapting IP worlds to games. Built a small game prototype to practice drafting planning proposals for an IP-adaptation project.

Project Experience

Tencent Morefun Studios — FPS Game Design Course (Team #12)

November 2024 – January 2025

- Designed a **Cube-like FPS** game, learning level design standards from a gameplay and movement-flow perspective, establishing structural frameworks, working with engine metrics at scale, and setting up a production pipeline.
- For a **Realistic FPS** project, conducted in-depth analysis of weapon extreme TTK (time to kill) vs. average DPS to position the game effectively. Explored recoil types, accuracy calculations, bullet firing patterns, and character 3C design (Character, Controls, Camera) for engagement distance control, plus standardized cover placement based on movement speed and weapon range.
- For a **Battle Royale** large-scale scenario, studied AI design considerations and layered "director AI." Defined the product's player performance metrics and the percentage of total damage dealt by firearms.

Capstone Game Design Course — Lead Level Designer

August 2024 – Present

- Out of 255 initial design proposals (which were cut to 32 prototypes, then reduced further to 4 finalists), my team's project was selected for final development with a team of 80.
- As Lead Level Designer, guided 7 level designers in blockmesh creation. Organized tasks via Jira, established a workflow pipeline and sublevel subdivision. Employed AAA design practices for POI (point of interest) and landmark distribution. Also assisted with mission scripting and system blueprint construction.
- Received the highest score for the 2025 Capstone project; my open-world level area earned a 78% positive rating (average was 66%).

Themed Game Design — Lead Game Designer, Blueprint Programmer

January 2024 – April 2024

- Led a 7-person team in creating a **domestic violence prevention-themed** demo from scratch as an agile development exercise.
- Built a 3D Metroidvania-style exploration and skill-validation gameplay loop. Achieved the highest white-box stage score for level design; Alpha-level satisfaction reached 87% (from 150 feedback forms), and 91% in Beta.
- Implemented all white-box designs, using UE5 Blueprints for puzzle programming, quest state machines, and AI behavior trees.

Skills / Certificates & Other

- **Tools:** Unreal Engine 5 Blueprint scripting, Axure PR for prototyping, Maya, Office 365, Jira, Perforce.
 - **Abilities:** Quest flow design, level prototyping and follow-up, sublevel workflow, system breakdown, balancing and data allocation, user research, prototype testing and optimization, teamwork, requirements documentation, high stress tolerance, and rapid ideation to implementation.
 - **Languages:** English (business proficiency), Spanish (beginner).
 - **Honors:** “Outstanding Student” for 2022, 2023, and 2024; candidate for Outstanding Graduate Speaker.
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