Baoze "Wilbur" Wang

LEVEL DESIGNER

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EDUCATION

Master of Interactive Technology
- Level Design

Southern Methodist University Guildhall
08/2023 – 06/2025

Bachelor of Fine Art
- Art and Technology (Digital Entertainment)
- Digital Media Art

Communication University of China
09/2018 – 06/2022

SKILLS

- Level Design
- Level Art
- Game Design
- Visual Scripting
- Performance Optimization
- Documentation
- Whitebox Prototyping
- 3D Modelling
- 2D Sketch / Mockup
- Interdisciplinary Communication

TOOLS

- UE 5 (Blueprint)
- Unity
- Creation Kit (Papyrus)
- Hammer Editor
- Perforce
- Tinkercad
- 3DS Max
- Procreate
- Adobe Photoshop
- Adobe Premiere
- Adobe Illustrator
- Power Point
- Pico – 8 (Lua)

LANGUAGE

- Mandarin
- English

WORK EXPERIENCE

Game Planner | *ByteDance* | Beijing, China | 08/2020 – 02/2021
Projects: *Mushroom Defense, Happy life of Lanmei Wang*

- Writing casual mobile game proposals from scratch.
- Refine the game proposal into game design document, including core gameplay, game flow, and system design.
- Collaborate with designers, artists and programmers to implement the game according to the game design document.
- Participated in the system and gameplay design of the released tower defense game *Mushroom Defense*.
- Participated in the system and gameplay design of the released casual game *Happy Life of Lanmei Wang*.

SOLO PROJECTS

District 8 | Fallout 4 Creation Kit
A *Fallout 4* DLC quest with a complete process and multiple endings

- Independently completed the entire workflow from level design documents to polished shippable level.
- Created 6 unique NPCs and over 600 lines of quest dialogue.
- A deep plot and a dilemma in the final choice。
- Good verticality and reusable space in level layout.
- Beautiful decoration to achieve environmental narrative.
- Scripted AI behaviors to enhance combat pacing.

The Sawblade Factory | Hammer Editor (Source Engine)
A *Half-Life 2* DLC level with a unique mechanic

- Independently completed the entire workflow from level design documents to polished shippable level.
- A customized gameplay mechanic: Using the sawblade to block objects.
- Highly coupled mechanic with good pacing.
- Using composition techniques to control players sightline.

TEAM PROJECTS

Fastival | Unreal Engine 5 | Level Designer / Level Artist
A 3D racing game made by a team of 50 members

- Responsible for the layout design of one track.
- Responsible for the environment art of the two tracks and the optimization of the global level art.
- Used virtual textures to create a dynamic grass brush that automatically adjusts the color according to the color of the landscape.
- Created customized Modular Kits for the railings and tracks of the MRT blueprint.

CATCH | Unity 2021 | Game Designer / Level Designer
A 3D puzzle game with the theme of the perspective

- Completed by 2 people. Responsible for all the design and art works.
- Responsible for project management, using pipelines to manage production processes, and hosting scrum meetings regularly.
- Designed a very interesting mechanic and implemented it: Capture and project the scene with a camera.
- Good vertical design and clear conveyance.