

TIANZE "TIM" WU

LEVEL DESIGNER



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tianzetimwu



SKILLS

- Scripting | Programming
 - Blueprint | C# | Lua | Java
- Quest Design
- System Design
- Narrative Design
- Design Documentation
- Blockmeshing
- Iterative Design

EDITORS

- Unreal Engine 4 | 5
- Unity
- Creation Kit
- Hammer
- Dying Light Dev Tools

TOOLS

- Adobe Ps | Ai | Pr
- 3ds Max | Rhino 3D
- Microsoft Office Suite
- Perforce | Git
- Confluence | Jira

EDUCATION

SMU Guildhall

(2021-2023) - GPA 3.77

Master of Interactive Technology

- Level Design

University of Wisconsin - Madison

(2017-2021) - GPA 3.78

Bachelor of Science

- Computer Science (Major)
- Philosophy (Major)
- Game Design (Certificate)

AWARDS

Honors Award - Level Design

- SMU Guildhall (2023)

Gold Winner

- GDC Game Narrative Review (2023)

TEAM PROJECTS

Conjury Revell - Unreal Engine 4

05/2022 - 12/2022

Level Designer | Team Size - 27 | PC Steam, Epic | FPS

- Prototyped, designed, and implemented the city arena
- Utilized space to create vertical gameplay and control game pacing
- Collaborated with artists and programmers to implement and refine arenas and combat encounters through iterations

Hex Rally Racers - Unreal Engine 4

02/2022 - 05/2022

Level Designer | Team Size - 60 | PC Steam | Arcade Racer

- Prototyped, designed, and implemented 2 racing tracks using UE 4 with the Modular Road Tool plugin
- Collaborated with artists to create and decorate track landscape

INDIVIDUAL PROJECTS

Uninvited Guest - Creation Kit (Fallout 4)

01/2023 - 05/2023

- Designed and scripted a nonlinear heist quest with 6 distinct sub-quests
- Promoted player agency for unique solutions in each playthrough
- Scripted a disguise system to encourage exploration in a dynamic level layout

Rise and Shine - Dying Light Dev Tools

08/2022 - 12/2022

Honors Award Nominee

- Crafted a dream-like, emotionally evocative experience
- Integrated open-world design and parkour elements into the level

Favor for Favorite - Creation Kit (Fallout 4)

02/2022 - 05/2022

Honors Award Winner

- Designed and scripted a quest with a companion character, 50+ stages, 600+ lines of dialogue, and branching endings
- Created engaging gameplay spaces, including a town and facility, using modular assets
- Scripted a custom weapon with unique gameplay mechanics

JOB EXPERIENCE

SMU Guildhall

08/2023 - 05/2024

Teaching Assistant | Full Time

- Assisted with technical support and design guidance
- Graded assignment and offered feedback on design and documentation
- Maintained wiki and documentation to prepare class resources

Trend Micro

05/2019 - 08/2019

Software Engineer | Internship

- Collaborated with cross-regional teams to deliver team objectives
- Developed innovative solutions to address development challenges