

# FENIX KING GAME DESIGN



[www.fenixking.com](http://www.fenixking.com)



[fenix\\_king@outlook.com](mailto:fenix_king@outlook.com)



[\(925\) 997-8052](tel:(925)997-8052)

## KEY SKILLS

---

Game Design	Level Design
System Design	Blueprint/Scripting
Documentation	Project Management
Playtest/Debug	Communication

## SOFTWARE

---

Unreal Engine	Unity C#
Adobe Creative	GitHub
Microsoft Office	Perforce
Google Suite	Visual Studio

## CAREER INTERESTS

---

Game Designer	Level Designer
---------------	----------------

## LANGUAGE SKILLS

---

English	Spanish
Mandarin	Cantonese

## PROFILE

---

Versatile game/level designer with solid scripting skills using Unity C# and Unreal Blueprints to build gameplay mechanics, skilled in level design using greyboxes for 3D levels and tilemaps for 2D levels. Passionate gamer and fast learner who enjoys collaborating in a deadline-driven environment.

## EDUCATION

---

MFA in Game Development, Emphasis in Game Design  
Academy of Art University, San Francisco (2019-2023)

BS in International Business and Trade  
Beijing University of Aeronautics & Astronautics (2013-2018)

## EXPERIENCE

---

### Game Design Intern - HireBeat.co, Remote (2022)

- Worked as a game designer, collaborating cross-functionally with programmers and artists.
- Used Unity C# scripting for player interactions and gameplay features, and GitHub for source control.

## PROJECTS

---

### The Castle - First-Person Shooter Thesis (2023-Present)

- Develop levels for a first-person shooter with time travel mechanics using Unreal Engine. Design and Script weapon systems, including rifle & crossbow mechanics.
- Design and script AI enemy behaviors, including idle, alert, chase, attack, and patrol. Greybox level layouts and design player paths using Unreal Engine.

### UpHill - 3rdPerson Stealth Game Level Design (2022)

- Honorable Mention for Level Design, Gammy Awards.
- Designed a third-person stealth level set in San Francisco's residential areas using Unreal Engine.
- Created story, map, gameplay, and level blockout.

### FishBall - 3D Platformer Group Project (2021)

- Honorable Mention for Full Game, Gammy Awards.
- Led team as level designer for a 3D rolling-ball racing-against-time adventure.
- Used Unreal Engine for level and gameplay design, overseeing art implementation.
- Conducted playtests to enhance gameplay.