FENIX KING
GAME DESIGNER

🌐 https://www.fenixking.com/

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☎ (925) 997-8052

PROFILE

Versatile game/level designer with 3 years of collaborative experience in game development, who enjoys working in a deadline-driven environment. With solid scripting abilities using Unity C# and Unreal Blueprints to create gameplay functionalities. Highly skilled in creating white box 3D levels and 2D tilemaps.

SKILLS

Game Design	Level Design
System Design	Combat Design
Documentation	Project Management
Communication	Blueprint/Scripting

SOFTWARE

Unreal Engine	Unity/C#
Photoshop	GitHub
MS Office	Perforce
Google Suite	PC/Windows

LANGUAGE SKILLS

Mandarin (Fluent)	English (Fluent)
Cantonese (Coversational)	Spanish (Conversational)

OTHER SKILLS

Gaming	Community Service
Esports	Volunteer Docent
Drone Pilot	Event Videography
Interpreter	Business Writing

EXPERIENCE

GAME & LEVEL DESIGNER | PeanutMilk LLC | Jun. 2023 - Present

Dublin, CA | FishBall | Sweet World | Unreal Engine 4-5
- Worked with 3D artists to refine FishBall and SweetWorld as a game & level designer.
- Created new tutorial levels and gameplay features for SweetWorld.
- Polished, debugged, and ran playtests for FishBall, and published it on itch.io https://fenixking.itch.io/fishball

CASINO GAMING ASSOCIATE/BANKER | Knighted | Apr. 2024 - Feb.2025

Livermore, CA | Card Games | Third-Party Player Proposition Services(TPPPS)
- Worked as a California casino banker to provide third-party player proposition services.
- Completed training courses for casino banking skills, including chip management, action counting with mental math, and refereeing gaming/payout procedures.
- Worked with the management team to protect the integrity of casino card games.
- Provided quality custom services in English, Mandarin, and Cantonese.

LEVEL DESIGNER | Sept. 2022 - Dec. 2023

San Francisco, CA | The Castle Thesis | Unreal Engine 4
- Created levels for a first-person shooter featuring a time-travel mechanic.
- Implemented rifle and crossbow shooting, designed and scripted recoil system.
- Implemented AI enemy behaviors, designed a basic shooting combat system and health/damage system based on hitboxes.
- Created white box level layouts and designed immersive player paths.

GAME DESIGN INTERN | HireBeat.co | Feb. 2022 - June 2022

New York, NY (Remote) | Unpublished 2D RPG | Unity | Github
- Created a 2D pixel-style virtual meeting platform as a game designer and level designer, collaborating cross-functionally with programmers and artists.
- Implemented art assets and gameplay features, designed player-NPC interactions, and created 2D layouts.
- Debugged with programmers and tested gameplay functionaliess.

LEVEL DESIGNER | Feb. 2022 - May 2022

San Francisco, CA | UpHill | Unreal Engine 4
- Designed a third-person stealth level based on San Francisco's residential areas.
- Documented design aspects, scripted functionality, and created a white box layout.
- Designed and implemented AI enemy behaviors using Unreal Engine Blueprints.
- Nominated for Gammy Awards' Best Game Level, received Honorable Mention.

GAME & LEVEL DESIGNER | Apr. 2021 - June 2021

San Francisco, CA | Sweet World | Unreal Engine 4
- Created a cartoon-style 3D character-switching platformer in a snack-filled-up world.
- Collaborated with 3D artists, implemented 3D models, toon shader,
- Scripted game mechanics including item pickup and throwing, created cut scenes

GAME & LEVEL DESIGNER | Feb. 2021 - April 2021

San Francisco, CA | FishBall | Unreal Engine 4
- Created a 3D speedrunning platformer using Unreal Engine's rolling ball physics.
- Designed and scripted a timer-based gameplay system using Unreal Blueprints.
- Collaborated with designers and 3D artists, implemented art assets, and designed the level based on ball physics and other movement mechanics.
- Nominated for Gammy Awards' Best Full Game, received Honorable Mention.

ADDITIONAL

COMPETITIVE MAP MAKER | Starcraft: Broodwar | 2010 - Present
- Created and designed competitive maps using advanced map editor SCMDraft 2.
- Modified map features and balanced competitive maps for tournament uses.

EDUCATION

MASTER OF FINE ARTS | Game Development | Sept. 2021 - Dec. 2023

Academy of Art University | San Francisco, CA

MASTER OF ARTS | Game Development | Sept. 2019 - June 2021

Academy of Art University | San Francisco, CA