

Fenix King | Game Designer

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Education Experiences

- **Undergraduate**
September 2013 - July 2018
Beihang University, Beijing, China (International Economics and Trade)
- **Postgraduate**
September 2019 - December 2022
Academy of Art University, San Francisco, CA (MFA Game Development)

Working Experiences

- **Game Design Intern**
February 2022 - May 2022
HireBeat.co, New York, NY

Game Design Experiences - School Projects

- **Ninja**
 - ★ Level Design
 - ★ Scripting
 - ★ NPC Dialogues
 - ★ Camera Cutscenes
- **FishBall (Group Project)**
 - ★ Level Design
 - ★ Scripting
 - ★ Design Team Lead
- **SweetLife (Group Project)**
 - ★ Level Design
 - ★ Scripting
 - ★ Design Team Lead
 - ★ Camera Switching

Skills

- **Level Design**
2D and 3D level design using Unity and Unreal Engine.
- **Scripting**
Scripting for games using Unity C# and Unreal Blueprints.
- **Teamwork**
Enjoy working and communicating in a team environment.