

Jiafan LU

Level Designer

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SKILLS & TOOLS

- **Skills:**
 - Level Design, 3D Game Art
- **Software:**
 - **Engine:** Unreal Engine 5, Unity3D
 - **3D:** Maya, 3Ds Max, Zbrush, Photoshop, Substance Painter
- **Programming & Scripting Languages:**
 - Unreal Engine Blueprints, C#, Lua, Papyrus

PROJECTS & EXPERIENCE

- **SMU Guildhall** 5/2025 - 12/2026
 - **Project Name:** Kila: Hourbound
 - **Position:** Technical Level Designer
 - **Engine:** Unreal Engine 5
 - **Responsibilities:** Level Design, Puzzle Design, Gameplay Logic, Environment Assembly
 - Served as a technical level designer, designing and implementing levels, implementing gameplay logic using UE5 Blueprints, and building the environments in-engine.
- **SMU Guildhall** 1/2025 - 05/2025
 - **Project Name:** HardDriverz
 - **Position:** Level Designer
 - **Engine:** Unity 3D
 - **Responsibilities:** Level Design, Pickup Design, Track Design
 - Served as a level designer, responsible for designing engaging and visually appealing racetracks, while assisting with pickup design and implementation, as well as creating art assets for terrain materials and track guidance.
- **Tencent Interactive Entertainment** 11/2023 - 03/2024
 - **Project Name:** League of legends: Wild Rift; Wefly 2
 - **Position:** 3D Environment Artist
 - **Engine:** Unreal Engine 5, Unity 3D
 - **Responsibilities:** Scene Editing, Modeling, Texturing, Lighting, Terrain Material Rendering
 - Served as a 3D environment artist, creating 3D assets for scenes using the full PBR workflow and building the scenes in-engine.

EDUCATION

Central Academy of Fine Arts, Beijing

09/2020 - 07/2024

Bachelor of Fine Arts in Art Design

Southern Methodist University, Dallas, TX

08/2024 - 05/2026

Master of Interactive Technology in Digital Game Development

INTERESTS & HOBBIES

Digital & film photography, Taekwondo, Oil painting, Guitar