



Hanway Lin

Level Designer

www.hanwaylin.com

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(408) 373-9529

Experience:

Level Designer - Contractor

Jul 2016 - Present • Palo Alto, CA

Narvalous Inc.

- Single and multiplayer level design.
- Combat and systems design.
- Gameplay programming and scripting.

Associate Game Designer

Dec 2015 - Jul 2016 (8 months) • Palo Alto, CA

Narvalous Inc.

- Monetization and UX design.
- Wrote and maintained design documentation.
- Testing and gameplay balance.

VR Level Designer

Aug 2015 • Los Angeles, CA

Digital Frontier FX, Inc.

- VR design and development in Unreal Engine 4.
- Oculus Rift and Leap Motion implementation.

Qualifications:

- 2D level layouts and 3D design blockouts.
- Space creation, flow, pacing, engagement, challenge.
- World building, set dressing, storytelling.
- Scripting events, triggers, AI, encounters, sound effects.
- Combat, navigation, and puzzle design.
- Unreal Engine 4 expert.
- 3D software (Maya, ZBrush).
- 2D software (Photoshop, Substance).

Education:

The Art Institute of California - Silicon Valley

- *Bachelor of Science, Media Arts & Animation, 2015*
- *Outstanding Student Achievement Award*