

Korey Wang (Hanxiao)

Game Designer / Level Designer



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[LinkedIn](#)

Portfolio: www.koreyod.com

Experience

Aureum Gale Games

Stealth Project

Remote

June 2024 - Present

Game Designer Intern

- Responsible for the initial design and development of gameplay mechanics and level for unannounced games

GMTK Game Jam 2024

Scaling Through Time

Remote

August 2024

Game Designer / Level Designer

- Designed and Developed core gameplay mechanics to ensure an intuitive and engaging player experience
- Created 10+ original puzzle levels, balancing difficulty to support a smooth learning curve and immersive progression

Inquiry Games

Ivorfall

Salt Lake City, UT

September 2023 - May 2024

Enemy Designer / Cutscene Producer

- Spearheaded all enemy design, creating dynamic boss combat encounter with layered mechanics and challenging phases
- Produced and directed all in-game cutscenes, enhancing narrative flow and player immersion

Tencent Games

i-MUR Department

Remote

May 2023 - November 2023

Market & User Analyst Intern

- Supported the development of immersive open-world narratives, enhancing player engagement through detailed world-building
- Conducted comprehensive sentiment and trend analysis, delivering actionable insights that guided game development and refined marketing strategies

Skills

- Gameplay Design**
- Level Design**
- Quest Design**
- Unreal Engine**
- Unity**
- Hammer Editor**
- Lua**
- Rapid Prototyping**
- Design Documentation**
- Communication**
- Multi-Language**

Education

University of Utah - College of Engineer

Division of Games - Bachelor of Science

Salt Lake City, UT

January 2022 - May 2024

De Anza College - Television Department

Cinematography & Film/Video Production

Cupertino, CA

September 2019 - December 2021