

# Korey (Hanxiao) Wang

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## EDUCATION

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### University of Utah, Division of Games

Salt Lake City, UT

*Bachelor of Science in Games*

May 2024

- Developed three game projects, responsible for Gameplay Design, Enemy Design, Cutscene Production, VoiceAct Directing, and Audio Asset Recording
  - Capstone project “Ivorfall” [launched on STEAM](#)

### De Anza College, Film/Television Department

Cupertino, CA

*Cinematography & Film/Video Production*

December 2021

- Produced multiple short films, responsible for Plot Design, Storyboard Design, and Acting

## EXPERIENCE

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### Stealth Project

Remote

*Game Designer Intern*

June 2024 - Present

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

### HyperGryph

Remote

*Campus Ambassador*

August 2023 - May 2024

- Promoted the company and job opportunities on campus, acted as the liaison between career center and the HR

### Tencent Games, i-MUR Department

Remote

*Market & User Analyst Intern*

May 2023 - November 2023

- Assisted with constructing open-world narratives, contributing to immersive game experiences
- Conducted in-depth analysis of public sentiment and latest trends, providing actionable insights to improve game development and marketing strategies

### J. Willard Marriott Library, University of Utah

Salt Lake City, UT

*Shipping & Receiving Assistant*

April 2022 - April 2023

- Efficiently managed mail distribution, external donation assets, and inventory tasks, optimizing resource allocation and enhancing operational efficiency and accuracy across the organization

## Skills

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- **Gameplay / Level Design**
  - Creating detailed level layouts and blockouts to ensure engaging and well-paced player experiences
  - Designing enemies with unique combat mechanics and strategically pacing encounters
- **Quest Design**
  - Building compelling mission story lines that enhance player immersion and gameplay experience
  - Designing and choreographing complex action scenes, ensuring each sequence has a high level of drama and visual impact
  - Creating well-detailed and precise design documentation to ensure smooth execution and consistency in quest design
- **Software**
  - Unreal Engine 5, Adobe Premiere, Blender, Source Engine / Hammer Editor
- **Team Collaboration and Communication**
  - Proactive in sharing personal ideas, engaging in team discussions, and open to feedback and guidance from others

## Languages & Hobbies

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- Chinese, English, Japanese
- Motorcycle, Film Photography, Airsoft, Dub, Movies, Animes, Travel