

Yiyang Jin

Level Designer / Game Designer

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ArtCenter College of Design - BFA, Game Design

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Sep 2022 - Present

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SUMMARY

Level Designer / Game Designer with experience in open-world exploration content, puzzle POIs, and cross-team collaboration. Strong in writing implementable specs, iterating through playtests, and rapid prototyping with Unity and Unreal.

SKILLS

- Level Design: blockout, pacing, gating, POI/puzzle design, exploration flow
- Content Design: map activities, rewards placement, monster and item distribution
- Documentation: GDD sections, feature specs, tuning sheets, playtest notes
- Tools: Unity, Unreal Engine, Adobe Creative Suite, spreadsheets
- Collaboration: work with art and engineering, QA support, iteration based on feedback

EXPERIENCE

NetEase (Justice Online Mobile) - Open World Level Designer Intern

Summer 2025

- Designed open-world gameplay content and ensured designs were feasible and shippable.
- Created puzzle POIs and unique map activities; improved readability and exploration motivation.
- Planned monster placement, exploration rewards, and route flow to support map pacing and coverage.
- Participated in multiple version playtests and provided iteration proposals based on results.

Hangzhou Tucker Arts & Crafts Culture Co., Ltd. - Game Designer

May 2023 - Aug 2023

- Completed portions of the GDD and collaborated with art and engineering during development.
- Designed levels and maps, including layout planning and in-engine level assembly.
- Assisted development testing and fixed issues during the QA phase (bug reproduction and verification).

PROJECTS

ArtCenter Game Jam - Lead Designer / Programmer

Nov 2024

- Owned core gameplay design and implementation; defined mechanics, narrative beats, and visual direction.
- Built all programming and level content within a 48-hour production window.

ArtCenter Game Jam - Lead Designer / Programmer / Artist (Nov 2022)