

Luan Xing

Fremont, CA, | Open to Relocate | (801)-577-2103 | ivanxing7@gmail.com | [Portfolio](#) | [LinkedIn](#) | [Recommendation Letter](#)

Education

Northeastern University (Graduate Scholarship)	Oakland, CA
Master of Science, Game Science and Design	Aug.2023 –Apr.2025
• Core Modules: HCI, User Research and Analytics, XR Development, Game Develop	GPA: 3.8
• Thesis: how a non-player companion character's well-being influences player decision-making	
University of Utah (Dean's List)	Salt Lake City, UT
Bachelor of Science, Games BS	Jan.2019 – May.2023
Core Modules: Game Design,3D Modeling and Animation, Unreal pipeline rendering and management, blueprint	GPA:3.4

Work Experience

Northeastern University	Oakland, CA
XR Lab Associate	Sep 2024 – Apr 2025
• Supported XR Lab operations and research, overseeing lab spaces, assisting users, and maintaining VR/AR headsets (Quest 3, HTC Vive Pro, Focus 3) and biometric devices to boost student and faculty engagement.	
• Designed and led biweekly XR training sessions for undergraduates, delivering VR/AR workflow instruction and creating a detailed PPT guide for headset setup and troubleshooting, reducing onboarding time by 50% for 30 new students. Collaborated with three graduate research groups, collecting data using eye trackers and heart rate monitors with a 100% success rate in obtaining reliable pulse data.	
• Created promotional posters in Photoshop, displayed across campus to advertise biweekly Game Night events, and awarded top scorers during the events, significantly enhancing the XR Lab's influence at Northeastern University.	
New Oriental Education & Technology Group (SFK)	Shanghai, China
Game Development Teaching Assistant	May 2023 – Aug 2023
• Taught a total of 50 high school students over 1,000 class hours in creating game prototypes, teaching level design and character control in the Unity Engine. During this process, designed a Power Point for SFK Company as a permanent lesson plan for future students to use.	
• Provided specific guidance to 5 students on their personal game demos, leading them through brainstorming, asset collection and creation, C# code scripting, and white box scene build up.	
• Led weekly reviews to support ideation and iteration, enabling 95% of students to complete playable prototypes in 8 weeks with 100% satisfaction.	
Riot Games, Inc	Remote Shanghai, China
Game Development Associate	Mar 2022 – May 2022
• Participated in the development of Riot Games' mobile games, focusing on market analysis and design optimization. Used R language to collect data and analyse player needs, and worked with the leader to design the numerical system and skill tree, and improved the prototype by coding in C++.	
• Studied competitor game trends to identify player preferences and future development strategies. Designed a numerical progression system (e.g., Stone Age to Industrial Age transitions) and a skill tree to enrich gameplay. Coded prototypes with positive/negative feedback mechanics and narrative elements. Adjusted designs based on Leader feedback to resolve flaws, enhancing game logic.	
• Provided market insights that influenced team strategy. Rapid design iterations improved development efficiency and game quality. The report was shared at a team workshop, received unanimous approval from the team, and was reflected in subsequent updates.	

Project Experience

Team Project: MO	Link: Game Demo	Oct.2024- Apr.2025
Lead Game Developer and Programmer		Oakland, CA
• Developed a 3D platform jumping game inspired by China's "Five Elements" theory, requiring engaging mechanics and immersive design.		
• Authored C# scripts for four elemental skills, and resource collection mechanics. Designed gameplay flow and make character animations in Unity. Collaborated with audio team to integrate adaptive background music aligned with player state and emotional rhythm.		
• Delivered a polished demo with 90% positive feedback from 30 internal testers. Streamlined NPC interactions increased player engagement by 20%, with audio integration enhancing immersion scores by 100%.		
Team Project: Where Is Home?	Link: Card Game Page	May 2021- Aug.2021
Game Designer and Programmer		Salt Lake City, UT
• Design balanced card mechanics, Coded game logic in Lua to implement turn-based play, resource management, and event cards simulating floods or city expansion. Developed Lua-based simulation tools to debug 50% of gameplay inconsistencies, such as card balance and event triggers.		
• Organized 12 playtest sessions, delivered a prototype with 90% bug-free gameplay, validated by playtesting, and 80% player approval for its environmental message. The team-based rule shift increased engagement by 25%,		
Team Project: Your Average Bear	Link: Steam Store Page	Sep.2022 - Apr.2023
Technical Artist		Salt Lake City, UT
• Develop mechanics, VFX, and adaptive systems to enhance player experience. Designed an adaptive camera system to improve player comfort and environmental awareness. Implemented a "skunk grenade" mechanic with area-of-effect logic and VFX using Unreal and C++.		
• Managed modular components and version control via P4V. Help the game reached 50,000 downloads within three months of its release on Steam, and after three years, it has received over 200 reviews with a 95% approval rating.		

Skills

- Game Development: Unreal Engine 5 (Blueprint, Behavior Trees), Unity (Visual Scripting, C#), Gamedev studio 2(GML)
- Programming: C#, C++, Java, R, Python, Lua
- Art and Design: Photoshop, Procreate, Maya (Animation, Modeling), Z-Brush, 3DS Max, SAI2, Houdini, Figma
- Multimedia: Premiere, After Effects, Lightroom (Photography, Video Editing)
- User Research: Data Analysis, NVivo, Playtesting, User Testing, SQL
- Languages: Chinese (Native), English (Proficient),