

(Linux)

Luxin Cao

Game Designer

Portfolio: <https://www.linuxcao.com/>

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Education

M.F.A. in Interactive Media & Game Design

University of Southern California 2021 - 2024.5

B.E. in Digital Media and Technology

Xiamen University 2016 - 2021

Skills

Game Design: Gameplay Design, Combat Design, Skill Design, Prototyping

Game Dev: Unity C#/Unreal Engine/Agile Development

Version Control: Perforce/Unity DevOps/GitHub

Work Experience

Defend Nature Interactive - *Nifty Humals (Idle Auto Chess)*

Game Design Intern

May. – Aug. 2023, Los Angeles, US

- Researched on player motivations and designed experience goals and towers of wants. Designed game metrics data.
- Worked with artists and refined animations, VFX, and UI/UX in game. Improved the art style and player accessibility.
- Reviewed and revised game design documents. Wrote a creative brief for a LiveOps event and designed special skills.
- Worked with engineers, designed and integrated debug features for battle, improving the efficiency of development.

NetEase Games - *Dawn of Isles (MMORPG) & Unannounced Project (Business Simulation)*

Game Design Intern

Jul. – Dec. 2020, Shanghai, China

- Designed levels, adjusted game systems and playtested for a dungeon. Worked with QA and Engineers to iterate it. Based on an action based city defense gameplay, designed and implemented player buffs for a ranged bomb weapon.
- Designed skills, synergies, and AI for monsters. Designed and implemented a BOSS with two phases, including various melee, ranged and summoning skills. Integrated and fine-tuned animations and VFX.
- Designed and implemented special monster skills for "Halloween Invasion", a holiday event.
- Prototyped physical mechanisms of a tornado in **Unreal**. Researched on Roblox and built a trial demo with **Lua**.

Game Projects

More games: <https://www.linuxcao.com/>

Neon City, VR, City-building sandbox toy, USC AGP Project

Gameplay Designer/Technical Designer

May - Dec. 2022

- Starting with physical toys then iterations of digital prototypes, designed the core game loop and an emergent city system. Concepted the intertwined structure of city building and narrative moments.
- Designed city blocks with various types and sizes, city blocks' relationships and systematic districts.
- Prototyped for the emergent narrative system in **Unity**. Broke down the structure of a paragraph with mind maps into sentences which respond independently to 15 parameters, constituting unique paragraphs.

Sublimind, PC, Topdown meta RPG

Technical Designer/Engineer

Sept. - Dec.2022

- Based on a story, devised different solutions to build a bizzare dream world with limited dev resources.
- Worked with the writer and artist and set up efficient workflows to construct linear narrative experiences for three rooms, opening sequences, and ending sequences.
- Implemented all features in the 17 minute gameplay in Unity(C#), including: Incorporated a Unity dialogue system plugin into the game; Set up game managers to control progression of all sequences; Implemented gameplay of three little puzzles/combat in three rooms; UI; Tutorial; Game metrics collection.

IMMUNE, PC, Platform&ARPG

Game Designer/Engineer/Tech Art

Nov. 2020 - Apr. 2021

- Designed skills for all characters, including basic movement, dash, melee attack and ranged attack. Designed AI for NPCs.
- Designed and whiteboxed all levels, including environmental puzzles, dynamic mechanisms and a BOSS fight.
- Used Unreal Engine(blueprints). Implemented and coded for all features for the one hour playthrough, including combat system, puzzles, scene management, enemy AI, particle systems and etc.