

Kilal Feng Level Designer

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Focus

Rational Level Design
MP Level
Stealth Level
Motive Design
Rapid Prototyping

Scripting

Unreal Blueprints
Unity C#
MayaPython
Houdini Vexpression

Software Experience

Snodrop (1 year)
Unity (4 years)
Unreal (4 years)
Github (4 years)
Perforce (3 years)
Houdini (2 years)
Maya (7 years)
Jira (3 years)
Substance (5 years)
Photoshop (8 years)
Illustrator (8 years)
Premiere Pro (8 years)

Other Skills

Traditional art
Graphic Design
Interdisciplinary Teamwork
Project Management

Platforms

PC
Android
Oculus Quest/Pro/Rift
3D Rudder
Web

Awards

Game for Change 2023
Selection of XR Arcade

Kaboom Animation Festival
Guest Speaker

Siggraph Asia 2021
Nomination

WORKING EXPERIENCE

Level Designer at Ubisoft

12/2023-Present

Worked in a 10-person level design team, created seasonal content for Gaas.
Solo-designed and iterated new mission objectives, enemy waves and boss fights.
Researched, co-designed, and implemented seasonal vanity items and the weapon.
Documented and tutored artists on implementing vanity items.
Documented design and iteration process for level pitch, enemy usage, and more.

Game Designer at Tencent

05/2020-03/2021

Worked in a 5-person team, delivered a 10-min vertical slice (NDA Project).
Built 5 greybox levels for gameplay iteration.
Brainstormed and pitched new game mechanics based on narrative designer.
Designed mechanics and optimized gameloop based on weekly reviews.
Art-direction, collection, and modification of internal assets.

PERSONAL PROJECTS

The Division 2 CN Level Designer

12/2023-Present

Modified beats and difficulty to serve monetization goals and local player styles.
Co-designed with the senior game designer, then implemented level rewards.
Pitched new global events and potential seasonal contents to enrich replayability.
Documented and commented modifies in both level scripts and on the Confluence.

Lost Castle Level Designer

09/2023-12/2023

Solo-designed and developed a 20-min action-adventure shooting game level.
Implemented and modified game mechanisms based on the gameplay.
Wrote gameplots, gathered moodboard reference and drew 2D layouts.
Defined spatial language for in-level key moments based on narrative.
Blocked-out and iterated layout and flow to create an engaging level.
Balanced and paced the level beats based on combat and traversal space.
Exercised motive design, visual contrast, and affordance in the level.

The Bath Level Designer

01/2023-04/2023

Solo-designed and developed a 15-min open-world stealth game level.
Found reference from historical research and books, designed the layout.
Researched on the architecture and art styles in the specific historical area.
Designed enemy patrol paths and circulations to support multiple solutions.
Designed and implemented blueprints related with stealth system.
Iterated level layout and flow to support different play styles.
Playtested at GDC with designers from the industry, polished based on feedbacks.

EDUCATION

Carnegie Mellon University

09/2022-05/2024

Master of Entertainment Technology
Game Design and Level Design

School of Visual Arts

09/2017-05/2021

Bachelor of Fine Arts
3D Environment Art

New York City, NY, US