

Jiafan LU

Level Designer

Tel: (+1) 4698057506 | (+86)17826354811

E-mail: lu_jia_fan@163.com

Portfolio Website: <https://roylu2001.wixsite.com/roy-s-portfolio>

SKILLS & TOOLS

- **Skills and languages:**
 - Level Design, UE Blueprint, 3D Game Art,
- **Software:**
 - **Engine:** Unreal Engine 5, Unity3D
 - **3D:** Maya, 3Ds Max, Zbrush, Photoshop, Substance Painter
 - **Video:** Adobe After Effect, Adobe Premiere Pro

PROJECTS & EXPERIENCE

Tencent Interactive Entertainment

11/2023 - 03/2024

- **Project Name:** League of Legends: Wild Rift, Wefly 2
- **Position:** Level Designer
- **Engine:** UE5, Unity3D
- **Responsibilities:** Scene Editing, Modeling, Texturing, Lighting, Terrain Material Rendering
 - Served as a level designer on two mobile titles, building environments directly in the engine; also integrated and reviewed outsourced art assets, and created in-scene 3D assets and shaders using a full PBR workflow.

SMU Guildhall

8/2024 - 12/2024

- **Project Name:** Thermal
- **Position:** Level Designer
- **Engine:** Unity3D
- **Responsibilities:** Level Design, Lighting, Combat Design
 - Served as the level designer on a mobile 2D title, designing and building levels with strong pacing and flow, owning the complete lighting setup, and creating five distinct enemy archetypes.

SMU Guildhall

1/2025 - 05/2025

- **Project Name:** HardDriverZ
- **Position:** Level Designer
- **Engine:** UE5
- **Responsibilities:** Scene Editing, Track Design
 - Served as a level designer, building visually engaging and fun tracks and islands in Unreal Engine, while assisting with level testing and performance optimization.

EDUCATION

Central Academy of Fine Arts, Beijing

09/2020 - 07/2024

Bachelor of Fine Arts in Art Design

Southern Methodist University, Dallas, TX

09/2024 - 05/2026

Master of Interactive Technology in Digital Game Development

INTERESTS & HOBBIES

Photography, Taekwondo, Oil painting, Guitar, Music