居住地 美国 旧金山
电话 +1 (415)216-9259（美国）
邮箱 1031073233@qq.com
个人网站 https://www.danlidesign.com/
微信 13691056761

李 丹
游戏设计师

游戏项目经历

2020.04-2020.06　Hook It!
休闲解密类端游　躲避障碍物寻找最佳路径钓鱼小游戏，目前共 20 关
使用 Unity 制作，负责游戏的关卡设计、部分功能脚本编写、测试与反馈整理

2020.02-2020.03　Robix
休闲解谜类手游　修复出故障的机器人，转动齿轮找出并杀死病毒
使用 Unity 制作，负责游戏项目的管理、撰写游戏策划文档、与美术程序沟通

2019.10-2019.12　捕鱼大师
收集养成类 VR 游戏 demo　收集捕获各种鱼类，升级道具，捉宠
使用 Unreal 制作，负责游戏玩法设计、脚本编写，为个人独立开发制作项目

2018.11-2018.12　Card Hero
回合制 RPG 卡牌类游戏 记忆、翻转卡牌选择技能与敌人战斗
使用 Unity 制作，负责游戏玩法设计、脚本编写，为个人独立开发制作项目

教育经历

2018.09-2020.06　旧金山艺术大学
游戏开发专业 ｜ 游戏设计方向 ｜ 艺术硕士学位

2016.09-2017.06　英属哥伦比亚大学
用户体验设计 ｜ Diploma

2012.09-2016.06　北京师范大学珠海分校
数字媒体技术专业 ｜ 交互设计方向 ｜ 理科学士学位

工作、实习经历

2018.04-2018.08　北京领钧技术有限公司　　　　用户体验（UE/UX）设计师
参与 VR/AR 产品需求讨论工作，完成产品界面信息架构、操作流程和交互
界面设计，输出交互设计文档和原型

2017.09-2018.01　北京羿勋文化发展有限公司　　　项目策划与制作
参与公司 VR 室内漫游项目，处理三维模型，在 UE4 引擎中添加材质，灯光，
渲染，过场动画，以及产品交互功能的蓝图编写

2015.06-2015.09　分众传媒控股有限公司　　　　社交媒体运营实习生
参与公司社交媒体运营项目内容的平面广告设计、海报设计、UI 设计、宣传
片动效图形设计

校园经历

2014.09-2015.09　北京师范大学珠海分校　　　　　动漫社社长
组织策划社团活动，负责各部门的沟通协调，带领社团参加各大漫展等活动；
与中山大学动漫社、暨南大学动漫社等广东省高校动漫社团合办主题活动等。

2013.09-2014.09　北京师范大学珠海分校学生会　　网络部部长
管理学校学生会网站、服务器，运营学生会新媒体平台和网络平台；负责学
校大型活动的照片拍摄、宣传片拍摄与制作；成立个人工作室。

个人简介

2020 年 6 月获得旧金山艺术大学游戏开发专业游戏设计方向硕士学位，热衷于创作有吸引力和创造力的游戏。熟悉 Unity、UE4 引擎的使用，有一定的美术和编程基础；对手游、PC 游戏、VR/AR 有一定的了解和制作经验；热爱 ARPG、RTS、MMO、二次元等游戏；熟悉国内外游戏社区；个性开朗容易相处，注重团队作。

语言

英语（CET-6/TOEFL/ IELTS）
中文

专业技能

游戏引擎
Unity3D
Unreal Engine 4
RPG Maker

图形软件
Adobe Photoshop / illustrator
Adobe XD / Axture
Autodesk 3ds MAX / Maya
Adobe After Effects / Premier

脚本语言
C / C# / C++
Blueprint

办公软件
Microsoft Office
Visio
XMind

荣誉奖项

旧金山艺术大学春季展游戏原型类一等奖
信息化多媒体制作师资格证书
软件开发工程师（.NET）中级资格证书
北京师范大学珠海分校优秀社团负责人
北京师范大学珠海分校优秀共青团员
北京师范大学珠海分校"我的中国梦"主题网站建设荣誉证书

Dan Li

Game Designer

TEL +1 (415) 216-9259
Email dan.li2017danica@gmail.com
Website https://www.danlidesign.com/

PROFILE

Graduated from Academy of Art University with a Master's degree in game development. A game designer and level designer. Passionate about creating compelling and innovative games with experiences that bring players great pleasure. Possess the skills of design, art, and scripting in the game industry. Familiar with Unity and Unreal Engine. Solid team player and easy to get along with.

LANGUAGE

English: Work proficiency
Chinese (Mandarin): Native

SKILLS

GAME ENGINE
Unity3D
Unreal Engine 4
Construct 2
RPG Maker

SOFTWARE
Adobe Photoshop / illustrator
Adobe XD / Axture
Autodesk 3ds MAX / Maya
Adobe After Effects / Premier

SCRIPTING
C / C# / C++
Blueprint

OFFICE SUITE
Microsoft Office
Visio
XMind

AWARDS & HONOR

• Game Design, Prototype Winner for "Robix" of Academy of Art University Spring Show
• Certificate of Informational Multimedia Designer
• Qualification of Intermediate Software Engineer(.NET)
• The head of the excellent Association of Beijing Normal University, Zhuhai
• Outstanding Communist Youth League Member of Beijing Normal University Zhuhai Campus
• Certificate of honor " My Chinese Dream " websitenterface design and layout

PROJECT EXPERIENCES

2020.04-2020.06   Hook It!
Casual puzzle game on PC, made with Unity.
Concepted and created in 7 weeks by 4 students devs at the School of Game Development @ Academy of Art University. Responsible for the level design and did more than 35 levels of design. Take part in Scripting, online testing, and arrange level design feedback.

2020.02-2020.03   Robix
Casual puzzle mobile game, made with Unity.
Game project of Academy of Art University. 3 students participate and complete in 7 weeks. Responsible for the project management, write game design doc, communicate with programmer and artist.

2019.10-2019.12   Fish Catching
Fishing VR game demo, made with Unreal Engine 4
Independent game project, design game Mechanics, write game design doc, design levels, scripting.

2018.11-2018.12   Card Hero
Turn-based RPG, memory matching game on PC, made with Unity
Independent game project, design game Mechanics, write game design doc, design levels, scripting.

EDUCATION

2018.09-2020.06   Academy of Art University
Master of Art, Game design

2016.09-2017.06   University of British Columbia
Diploma in User Experience & Design

2012.09-2016.06   Beijing Normal University, Zhuhai
Bachelor of Engineering, Digital Media Technology

WORK EXPERIENCES

2018.04-2018.08   Beijing Legendtech Co. Ltd.   UX Designer
Design UI elements for VR/AR games. Create wireframes, user flows, and prototypes, output interactive design documents.

2017.09-2018.01   Beijing Yi Xun Cultural Development Co. Ltd.   Project Designer
Make 3D models and modify textures. Write blueprints, material, and build lights in unreal engine. Make VR products for clients.

2015.06-2015.09   Focus Media Beijing Branch   Social media operations intern
Assist the manager to design advertisement on social media platforms. Design UI and motion graphics for promotional videos.

CAMPUS EXPERIENCES

2014.09-2015.09   President of OTAKU Animation Club
Beijing Normal University, Zhuhai
Directed the club participation in animation cartoon exhibitions. Organized animation-themed activities with other universities in Guangdong Province.

2013.09-2014.09   Minister of Network Department - Student Union
Beijing Normal University, Zhuhai
Took charge of updating network information for college activities and distributed tasks to individuals. Established the network studio.