Boning Lu

+1-925-699-4339 | boninglu06@gmail.com
LinkedIn: https://www.linkedin.com/in/boning-lu-160bb024a/
Portfolio Website: https://lbn970608.wixsite.com/bonning-lu-portfol-1

Experienced Level Designer adept at creating immersive levels for RPGs and shooters using Unreal Engine. Skilled in version control management and effective collaboration across remote teams. Proficient in blending gameplay mechanics with narrative elements and a strong aesthetic sense to enhance player experience. Known for delivering technically sound, creatively fulfilling, and visually appealing game levels.

EDUCATION

Academy of Art University, San Francisco MFA in Game Development. 2021 Jan - 2024 May
University of Oregon BS in Economics. 2016 Sep - 2020 Dec

SKILLSET

Skills: Level Design, Mechanics Design, Design Documentation, Visual Scripting, C#, Narrative Integration, User Testing, Agile Development, Low-Poly Modeling, Sketching & Drawing, High Execution Ability, Collaboration
Software: Unreal Engine, Unity, Perforce, JARA, Autodesk Maya, Adobe Photoshop, Adobe Illustrator
Language: English, Mandarin

PROFESSIONAL EXPERIENCE

Level Designer | PeanutMilk LLC, San Francisco   **Fall 2022 - Present**

Lost Castle(Third-Person Action RPG) - Summer 2024
- **Led the design and implementation of a challenging Action RPG,** focusing on deep narrative integration and meticulous level design inspired by Souls-like games.
- Developed game levels using Unreal Engine, carefully crafting complex puzzles, strategic exploration paths, and dynamic gameplay sequences.
- **Managed the entire level design process,** from conceptualization to execution, ensuring a seamless blend of design elements and gameplay mechanics.
- Delivered a visually striking and compelling game level that received positive feedback for significantly enhancing player satisfaction and engagement.
- **Developed a basic combat system with integrated VFX and sound effects,** enhancing both the challenges faced by players and the overall immersion of the gameplay experience.
- **Designed and implemented all in-game cinematics (IGCs)** to enhance player immersion and overall experience.

Project M (Third-Person RPG) - Winter 2023
- **Tasked with designing an engaging and visually captivating level for a Third-Person RPG,** focusing on the integration of complex gameplay dynamics with a deep puzzle mechanics, inspired by highly acclaimed Puzzle solving RPGs.
- **Designed and integrated complex puzzle mechanics into the level** to enrich gameplay and player engagement.
- Utilized Unreal Engine to craft the level, employing innovative design techniques that **balanced aesthetic appeal with functional gameplay elements and Implemented in-game cinematics (IGCs).**

Behind The Sword (Top-Down Action RPG) - Fall 2022
- **Spearheaded the design documents and development of a top-down Action RPG using Unreal Engine,** focusing on meticulous integration of complex puzzles, strategic exploration, and dynamic gameplay.
- **Crafted intricate levels** that balanced gameplay mechanics and design elements.
- **Delivered engaging and challenging levels** that received positive feedback from players for significantly enhancing the gaming experience.

PERSONAL / STUDENT PROJECT

PlatFormGame (2D Platformer) - Summer 2024
- Developed challenging platforming levels with innovative mechanics, integrating hidden puzzles and timed obstacles using Unreal Engine.
- Conducted playtesting to refine gameplay flow and control responsiveness, ensuring a smooth and engaging player experience.

Lyra PvP Level (Third-Person Shooter PvP Arena) - Spring 2023
- Constructed a balanced PvP arena for a third-person shooter, focusing on tactical placement of covers, vantage points and powerful items using Unreal Engine Lyra.
- Optimized map flow to support dynamic combat encounters and maintained level balance to encourage fair play and strategic gameplay.

Hub Level (Third-Person Interactive Level) - Spring 2023
- Constructed a Village Hub level for players to interact with NPCs, focusing on Narrative elements to pushing story using Unreal Engine.
- Optimized map flow to support Player's experiences in Village Hub level. With intricate level designs and beautiful landscape designs allow players to have immersive gameplay experience.

Cookie Crumble! (Top-Down Shooter) - Winter 2022
- **Spearheaded the design documents and development of a top-down RPG using Unreal Engine,** focusing on meticulous integration of Fast Pace, Varieties of Enemies, and Eliminating endless enemies.
- **Crafted intricate level mechanic** that increased gameplay challenges and design elements.
- **Delivered engaging and challenging levels** that received positive feedback from players for significantly enhancing the gaming experience, demonstrating a deep understanding of player needs and expectations in game design.

Stealth Level (Third-Person Stealth Game) - Fall 2022
- Designed and implemented stealth mechanics and AI behaviors to enhance the gameplay experience in a third-person stealth environment using Unreal Engine.
- Developed pathways, hiding spots, and environmental cues that strategically engage players in stealth tactics.