

Zhiyuan Li

Game Level/System Designer

[Email](#) | [Portfolio](#) | [LinkedIn](#)

Education

DigiPen Institute of Technology | Bachelor of Arts in Game Design | 2021-2026 May

Skills & Tools

- **Game Design:** Level Design | System Design | Combat Design | Quest Design | Narrative Design | UI/UX | User Research | Cognitive Psychology | Architecture | Film | C# programming | Playtesting
 - **Tools :** Unity | Unreal Engine | Figma | Photoshop | Maya | Perforce | Subversion | Microsoft Office
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Internship

MADGEEKS CULTURAL MEDIA | Game Designer intern

Jun 2025 - Dec 2025

- Served as an early core team member, participating in 0→1 product development and the implementation of gameplay designs.
 - Defining gameplay system rules and building the core loop to ensure coherent player motivation and progression pacing.
 - Designing combat mechanics and level prototypes in Unity, providing an immersive, interactive game feel.
 - Independently, UI/UX, producing wireframes and interaction documents to improve the player experience.
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Game Project

Heirloom | Producer/ Level & System Designer | Unreal Engine 5

Jan 2026 - Present

- A first-person psychological horror puzzle game inspired by *Visage*, in which the player takes on the role of an investigator exploring a mysterious old house and uncovering the past stories of its former residents.
- As the producer and the designer responsible for all level design and systems design on the project, I integrated level design with the core gameplay systems, using the core gameplay loop and level flow design to unify exploration, puzzle-solving, chase sequences, narrative delivery, and horror atmosphere into a cohesive experience.
- Designed and refined the core gameplay systems and combined them with level streaming at the level design layer. Through paranormal event triggers and subtle environmental guidance, I shaped pacing while improving immersion, psychological pressure, and level space reuse within a limited environment. I also designed the Surface World / Inner World level structure, using its strengths in spatial design and horror pacing control to build a more complete core loop and further enhance the player's moment-to-moment progression experience. Through multiple rounds of iteration and playtesting, the design direction was positively received by most testers.

OUT OF FRAME | Producer/Level & System Designer | Unreal Engine 5

Jan 2025 - Apr 2025

- Led a 10-person team (programming, art, design, audio) to deliver the project from ideation to launch.
- Managed project planning and task allocation, coordinated team resources, communication, and fostered a healthy team culture.
- Designed all levels and systems; implemented ~ 90% of the core gameplay mechanics.

SHRINE SPRINT | Level, Narrative & Technical Designer | Unreal Engine 5

Oct 2024 - Dec 2024

- Implemented roughly 80% of the game's core mechanics in Blueprints.
- Built the majority of level blockouts and iterated overall plans based on user feedback.
- Established the game world and backstory to enhance narrative immersion.

EQUES ARCANUM | Level, Systems & Technical Designer | Unreal Engine 5

Sep 2024 – Oct 2024

- Designed core gameplay loops and implemented most key mechanics in Blueprints.
- Built the core levels and authored all horror set pieces to heighten immersion.