

JOSEPH YU

<https://joseph-gamedesign.com>

Level Designer | Game Designer

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SUMMARY:

A level designer with hands-on experience in Unreal Engine, specialising in gameplay implementation, player navigation, and encounter design. Skilled in building playable levels from blockout to iteration, using playtesting and player feedback to refine pacing and player experience. Focused on creating intuitive and immersive gameplay spaces through level-driven design.

EDUCATION:

Auckland University of Technology

• **Master of Design** FEB 2023 – OCT 2024
Focus in Level Design

• **Bachelor of Design** FEB 2019 – DEC 2022
Digital Design - Game Design Pathway

CERTIFICATE:

CGMA - Level Design for Games

Completed a practical course in AAA level design workflow using Unreal Engine 5, covering layout, blockout, Blueprint scripting, and pre-production processes.

KEY SKILLS:

• LEVEL DESIGN

Level Design Documentation, Story Mission Pitching, Level Layout, Blockout, Pacing, Encounter Design, Navigation Design

• GAME DESIGN

GDD writing, Prototyping, Gameplay Mechanics & Systems Design, Combat & Encounter Design, Mission & Objective Design,

• UNREAL ENGINE

Blueprint Scripting, Prototyping & Iteration, Gameplay- Implementation

• PLAYTESTING

Actionable Feedback Reporting, Issue Diagnostics

• 3D MODELING

Modeling(MAYA& Zbrush)
UV Unwrap(RizomUV)
Baking(Marmoset Toolbag)
Texturing(Substance Painter)

SELECTED PROJECTS:

Visual Navigation Driven Level – Master Capstone (Solo Project) Level Designer | Unreal Engine 5

- Designed and iterated a 3D exploration level focused on visual navigation and player decision-making
- Developed a cohesive navigation system using spatial layout, lighting, and environmental cues to guide player movement and reinforce spatial awareness
- Iterated level layout through playtesting to improve spatial clarity, readability, and overall navigation flow

The Lost City of Mer – VR Interactive Experience (Industry Project) 3D Animation Technician, UE Supporter | Unreal Engine 4/5

- Identified animation and interaction issues affecting player experience through testing
- Analysed how animation quality and responsiveness influenced player movement and interaction clarity
- Provided structured feedback to support iteration and improve overall player experience and animation quality

FPS Level Design Project – Bachelor Capstone (Solo Project) Level Designer | Unreal Engine 5

- Designed a first-person shooter level focused on encounter design, combat flow, and pacing
- Planned enemy placement and progression to support multiple player approaches
- Iterated level layout through playtesting to improve combat readability, scale, and player agency

WORK EXPERIENCE:

Keywords Studios

DEC 2025 – PRESENT

Community Game Tester

- Conducted in structured playtesting sessions, identifying gameplay issues
- Reported bugs and delivered player and designer-focused feedback to improve gameplay clarity
- Worked within QA workflows to support testing and iteration

Astrea Media – The Lost City of Mer Project 3D Animation Technician | UE Supporter

JUN 2022 – FEB 2023

- Conducted character animation testing in Unreal Engine 4/5, identifying issues such as clipping, root motion offsets, and IK inconsistencies
- Recorded testing results using structured Excel documentation and communicated findings to artists and animators
- Supported production workflow by aligning fixes with project milestones and collaborating across teams

Auckland University of Technology Teaching Assistant – Game Design Pathway

JUL 2023 – NOV 2023

- Supported students in game design workflows and in-engine implementation