



CONGER HE

Level Designer

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SKILLS

- Level Design
- Map Layout Design
- Quest Design
- Documentation
- Narrative Design
- Whitebox Prototyping
- Combat Scripting
- Papyrus / Blueprint / Pico-8
- Environmental Narrative
- 2D Traditional & Digital Art

SOFTWARE

- Creation Kit
- Unreal Engine 4 & 5
- Jira
- Perforce
- Unity
- Hammer
- Blender / 3ds Max
- Adobe Illustrator & Photoshop
- Procreate

EDUCATION

Southern Methodist University
Master's Degree of Interactive Technology, Level Design
2022 - 2024

Fashion Institute of Design & Merchandising
Bachelor's Degree of Graphic Design
2015 - 2019

LANGUAGE

- Mandarin
- English

EXPERIENCE

Aethos Interactive

Junior Game Designer | July 2024 - Present

- Designed and blocked out map layout in Unreal Engine 5.
- Scripted and implemented four unique gameplay triggers using Blueprints to showcase intended gameplay moments quickly.
- Designed the core gameplay mechanics and collaborated with programmers to implement them into the level.
- Communicated with leads and colleagues to collect and integrate feedback into the level iteration progress.

PROJECTS

Kneedle Knight - Unreal Engine 5

*Lead Level Designer | 22 Team Members | Published on Feb, 2024
5 Months | Steam PC & Deck, Epic Store*

- Planned out the development schedule for all sprints and achieved each milestone.
- Communicated with art and programmer leads to address designers' technical and art needs and provide the necessary information.
- Set the overall design principle and built a common design language with the team.
- Playtested and collected feedback to plan and form level iteration tasks.

Love From Beyond - Fallout 4

Level Designer | Solo Project | 2 Months

- Scripted 6 unique interactive puzzles related to the narrative.
- Designed and scripted the main quest with 5 objectives.
- Implemented storyline with 2 endings and 3 player choices depending on exploration.
- Environmental storytelling with detailed decoration.

Playing House - Dying Light

Level Designer | Solo Project | 3 Months

- Designed and scripted the level structure and the quest.
- Created a unique "portal door" mechanic with 2 forms of conveyance, a statue, and elements that both appear inside the room and the door to guide players.
- Scripted series of immersive horror scenes that react to players' actions.
- Decorated the environment to create micro-stories and narratives.