

ALEX XIE

LEVEL DESIGNER

CONTACT

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SKILLS

- Level Design
- Blockout
- Encounter Design
- Level Pacing
- 3Cs
- Set Dressing
- Player Navigation
- 3D Modeling

TOOLS

- Unreal Engine 4.0 - 5.8
- Unity 6
- Maya
- Blender
- Photoshop
- Perforce / Plastic SCM / Github
- Blueprint / Visual Scripting
- Jira / Trello
- Unreal PCG Framework

EDUCATION

UNIVERSITY OF WROCŁAW

M.A. Media Content Creation

2026 - present

UNIVERSITY OF CENTRAL FLORIDA

M.S. Interactive Entertainment

2024 - 2025

RENSELAER POLYTECHNIC INSISTUTE

B.S. Computer Science

2020 - 2024

WORK EXPERIENCE

TECHNICAL LEVEL DESIGNER (FEB 2026 - SEP 2026)

5th Column Studio - Kaidan (Third Person Co-op Action Extraction)

- Designed and developed 2 map layouts (blockouts, greyboxing, set dressing) with **UE5** and **Blender** workflow.
- Created and maintained **level design documents** as development roadmap.
- Readied builds for playtest.
- Recorded and fixed issues to ensure quality.
- Placed enemy encounters, navmesh, collisions, and environmental mechanics to control **gameplay pacing**.
- Built tool with **PCG Framework** in Unreal Engine to improve team workflow and efficiency.
- Designed and update maps around technical constrains and design updates.
- Scripted interactive mechanics with **blueprint** and **implemented animations**.

PERSONAL PROJECTS

LEVEL DESIGNER (2025) - SOLO PROJECT

Behind Shadows - Survival Horror Third Person Shooter

- Wrote and maintained the **level design document** throughout development process.
- Designed the **mission** around Resident Evil lore.
- Researched Resident Evil 4 Remake to craft meaningful player interactions with NPCs and environments
- Balanced and control **pacing** with loot placement, combat encounters.
- Enhanced **environemntal storytelling** through **lighting** and post-processing, environmental cues, and audio cues.
- Modeled all landscape and whitebox in UE5
- Used **Blueprint** with timeline and camera to create 3 cinematics
- Created **encounters** and **puzzles** with **blueprint**.

LEVEL ARTIST (2025) - GROUP PROJECT

Husk Planet - Third Person Puzzle

- Responsible for the second level.
- Created and collabotated on level design document.
- Prepared **vertical slice** with **set dressing** to set tone and theme.
- Presented ideas for puzzle design.
- Set dressed the main level by **kitbashing** assets to achieve unique visual.
- Worked with **niagara** to create **VFX** to improve player guidance.

LANGUAGE

- English - Advance
- Chinese - Native

LEVEL DESIGNER (2025) - GROUP PROJECT

The Abyss - Third Person Action Adventure

- Responsible for the first level.
- Created and maintained **level design document** during pre-development to settle level flow and visual direction
- Iterated the level with multiple playtests, improving visual guidance and level spacing
- Used **Unreal Modeling Tool** to quickly block out the level
- Created proxy models in **Maya** to achieve coherent visuals between areas
- Lit 3 biomes to give distinct feel between sections and created a sense of progression
- Scripted a procedural ladder generator and interactive bridges with **Blueprint**
- Worked with **level sequence** and **cameras** to add intro and boss cinematics