

Alex Xie

Level Designer

Contact: xiejialin88@gmail.com | **Location:** Open to relocate

Portfolio: www.alex-xie.com

Tools: Unreal Engine 5, Blueprint, Unity, Blender, Maya, Photoshop, Illustrator, Trello, Jira, Perforce, Github, Plastic SCM

Skills: Level Design, Greyboxing, Whitebox, Blockout, Encounter Design, Gameplay Flow, Player Navigation, Combat Placement, Environmental Storytelling, Lighting for Guidance, Post-Processing, Player Readability, Iterative Playtesting, Cross-Team Collaboration, NavMesh, Playtest Analysis

Education:

M.S. Interactive Entertainment - Florida Interactive Entertainment Academy (2024-2025)

B.S. Computer Science - Rensselaer Polytechnic Institute (2020-2024)

Work Experience:

5th Column Studio - Kaidan (In Development) | Technical Level Designer - [Kaidan on Steam](#)

- Designed and developed of level layouts for 2 maps including blockouts, greyboxing, set dressing in UE5 and Blender
- Authored level design document during pre-development, serving as a roadmap for playtesters and developers. Both maps delivered on schedule through weekly greybox reviews.
- Placed enemy encounters, navmesh bounds, and environmental mechanics to control gameplay flow and create unique player experiences
- Collaborated with art, design, and production teams to introduce map-specific gameplay mechanics and ensure alignment with project goals and technical constraints
- Integration of environmental storytelling with verticality to fit existing lore and concept art
- Work with post-process and materials to create effect for game mechanics

Level Design Projects:

Behind Shadows (UE5, Third Person Shooting)

- Level design document during pre-development and designed a mission rooted in Resident Evil lore ensuring narrative cohesion and immersive gameplay alongside 1 optional quest
- Conducted in-depth research on original game design to craft meaningful player interactions with NPCs and environments
- Structured level layout with intentional item placement, balancing combat encounters and environmental storytelling
- Enhanced atmosphere through lighting values and post-processing effects (Film Grain for atmosphere, Bloom for light guidance), combined with environmental cues and audio feedback for seamless player experience
- Modeled all landscape and proxy models in UE5
- Utilized Blueprint to create a more engaging player experience by utilizing Timeline and camera to create 3 different cinematics (Castle entrance intro, Elevator drop, Introduction of Mr.X) and continuous enemy waves at the beginning of the level to force players into the castle section.

The Abyss (UE5, Third Person Adventure)

- Collaborated with team to settle on level flow and visual direction with level design document during pre-development
- Iterated the level with multiple playtesters, improving visual guidance and level spacing — only 1 out of 9 players had trouble navigating
- Used Unreal Modeling Tool to quickly blockout the level
- Created proxy models in Maya to achieve coherent visuals between different areas
- Lit 3 different biomes (Start Area, Cave, Boss Area) accordingly to give player distinct feel between sections and sense of progression as they descend deeper into the abyss
- Scripted a procedural ladder generator and interactive bridges with Blueprint to improve team workflow
- Utilized Level Sequence and work with cameras to add intro and boss cinematics