

Yuning "Anona" Yang

— Technical Level Designer —



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Collaborative, enthusiastic, and skilled designer with a strong background in **computer science and math**. Experienced in creating engaging and innovative game levels, with **excellent communication skills** in both **English and Mandarin**, and proved to work effectively within **large, cross-disciplinary teams**.

PROFESSIONAL WORK

Narrative Designer | *Persona 5: The Phantom X*

Apr 2023 - Aug 2023

200-Person Team | 3D | Mobile RPG | Unity

- Narrative & Quest Design:** Designed main and NPC characters, constructed background stories, and wrote quests with scenes and dialogues.
- Scene Implementation & Content Integration:** Implemented quest camera scenes by Unity Timeline Editor, iterated to enhance gameplay performance; wrote flavored texts and implemented library & movie scenes.

TEAM PROJECTS

Technical Designer | *Mirrored Phantoms*

Aug 2024 - Dec 2024

21-Person Student Team | 3D | First Person Horror | Unreal Engine 5

- Gameplay & Horror Implementation:** Prototyped mechanics, scripted horror events, and optimized interactions using Blueprints.
- Cross-Disciplinary Collaboration:** Collaborated with other disciplines to refine features, established detailed documentation to support integration.

Lead Level Designer | *Festival*

Jan 2024 - May 2024

47-Person Student Team | 3D | Arcade Racer | Unreal Engine 5

- Track Design Leadership:** Led teams to design three tracks, managing progress from paper prototyping to implementation and iteration.
- Cross-Discipline Coordination:** Communicated with other disciplines daily to request and track assets and technical support.

INDIVIDUAL PROJECTS

The Falling Star

Unreal Engine 5 | Narrative Exploration | 20 minutes | 12 weeks

- Crafted an **emotionally engaging narrative**, enhanced with **dynamic UI**, 3D text animations, and **interactive environmental elements** to elevate the player experience.
- Visually enhanced with post-process effects to represent fading memories, deepening **immersion**; efficiently managed narrative data and voiceover assets via **datatables**.

Towards The Dark

Fallout 4 | Rogue Combat | 30 minutes | 8 weeks

- Designed and implemented scripts for a **rogue-like combat system** in Fallout 4 Creation Kit, featuring **randomized room selection with 19 unique environments**.
- Developed **vendor logic** and **strategic buff systems** to support various playstyles, enhancing **replayability and adaptability** as players progress, level up, and encounter tougher combat challenges.

The Critical Cure

Dying Light | Reuse of Space | 30 minutes | 18 weeks

- Graduate Thesis - Best Practices: **Reusing Space to Enhance Narrative Immersion**.
- Explored how spatial reuse reinforces storytelling in a 3,000-word narrative by applying **hub-and-spoke layouts, spaced learning, thematic affordance, narrative signifiers, and consistency breaking** to deepen player immersion.

Chromosome

Fallout 4 | Quest Design | 30 minutes | 12 weeks

- Crafted a **heartbreaking narrative** and **rich exploration** with optional dialogues, side quests, and journal entries for deeper narrative immersion.
- Designed diverse combat encounters with strategic **weapon combinations and path options**, implemented **dynamic wave spawns and verticality** to enhance gameplay.

EDUCATION

SMU Guildhall

Aug 2023 - May 2025

Master of Interactive Technology,
Level Design Track

New York University

Aug 2019 - May 2022

Bachelor of Arts,
Joint Major of Mathematics and CS

- Term Set Expansion in Food Recipe Using Context Measurements including Bag-of-Words and Symmetric Pattern** - Python
- Fitegy APP** - JavaScript and Express

SKILLS

Design

- Level Design
- Quest Design
- Technical Design
- Narrative Design
- System Design
- Combat Design

Programming/ Scripting

- Java
- Python
- C/C++
- Lua
- Papyrus
- SQL

Game Engines

- Unreal Engine 5
- Unreal Engine 4
- Unity
- Creation Kit

Soft Skills

- Team Leadership
- Conflict Resolution
- Rapid Prototyping
- Scrum Master

WORK EXPERIENCE

Part-Time | SMU Guildhall

Graduate Assistant

Aug 2024 - May 2025

- Supported Level Design I&II students on projects in **P2, Doom Snapmap, HL2, Starfield CK**
- Offered **design advice** and explored **technical solutions**; Playtested and delivered **feedback**

Internships | JD.COM

Jun 2021 - Aug 2021

Software Engineer

- Created solutions for business scenarios using **Java**; Designed and developed an **attendance management system** to enhance team operational efficiency

Data Analyst

Jul 2020 - Sep 2020

- Utilized **HiveSQL** to monitor abnormal data, optimized logics; Used **Excel** for **data analysis**, generated **daily reports**