

# 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

<b>Design</b>	<b>Programming/Scripting</b>
• Level Design	• Java
• Quest Design	• Python
• Technical Design	• C/C++
• Narrative Design	• Lua
• System Design	• Papyrus
• Combat Design	• SQL
<b>Software</b>	<b>Game Engines</b>
• Perforce	• Unreal Engine 5
• SVN	• Unreal Engine 4
• Jira	• Unity
• Miro	• Creation Kit
• Qualtrics	<b>Soft Skills</b>
• Tinkercad	• Team Leadership
• Excel	• Conflict Resolution
• Photoshop	• Rapid Prototyping
• InDesign	• Scrum Master
• Illustrator	

## 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**  
**Software Engineer** Jun 2021 - Aug 2021

- 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**