

# YUNING "ANONA" YANG

TECHNICAL DESIGNER, LEVEL DESIGNER, NARRATIVE DESIGNER

## CONTACTS

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## SKILLS

### **Design**

- Level Design • Technical Design
- Narrative Design • Combat Design
- Quest Design • Game Design

### **Game Engines**

- Unreal Engine 5 • Unreal Engine 4
- Unity • Creation Kit
- Dying Light Developer Tool

### **Software**

- Perforce • SVN • GitHub
- Jira • Miro • Qualtrics • Tinkercad
- Excel • Illustrator • InDesign

### **Programming Languages**

- Java • Python • C/C++ • Lua
- SQL • JavaScript • Matlab
- Visual Scripting • Blueprint

### **Soft Skills**

- Team Leadership • Problem Solving
- Conflict Resolution
- Communication • Rapid Prototyping
- Scrum Master • Presentation

## EDUCATION

### **Guildhall C33, Southern**

### **Methodist University**

**Aug 2023 - May 2025**

- Master of Interactive Technology | Level Design

### **New York University**

**Aug 2019 - May 2022**

- Bachelor of Arts, Joint Major of Mathematics and Computer Science

## AWARDS & RECOGNITION

- 2025 AIAS Foundation Scholar
- Influential Women 2026

## PROFILE

Technical Level Designer with a background in CS and math, specializing in rapid prototyping, gameplay systems design, and in-engine implementation in Unreal and Unity. Experienced in building and iterating mechanics through Blueprints, scripting, and data-driven systems. Collaborative and adaptable, with experience of both large-scale productions and indie development.

## COMMERCIAL GAME PROJECTS

### **Persona 5: The Phantom X | Narrative & Quest Design**

**Apr 2023 - Aug 2023 | 200-Person Team | 3D | Mobile RPG | Unity**

- Designed main and NPC characters, constructed background stories, and wrote quests with scenes and dialogues
- Implemented quest camera scenes by Unity Timeline Editor, iterated to enhance gameplay performance; wrote flavored texts and implemented library & movie scenes.

### **Aelwater | Narrative Game Design | ([Steam Store Page](#))**

**Sep 2025 - Present | 2-Person Team | 3D | Unreal Engine 5**

- Developed a memory-driven narrative exploring themes of grief and acceptance within a mythological river-god belief system. Structured branching dialogue, quest flow, character monologues, and environmental storytelling to support gameplay.
- Designed scalable gameplay and narrative systems using object-oriented architecture, interfaces, and data tables to streamline localization, content iteration, and long-term maintainability.

## ACADEMIC GAME PROJECTS

### **Technical Designer | Mirrored Phantoms | ([Steam Store Page](#))**

**Jun 2024 - Dec 2024 | 21-Person Team | 3D | Horror | Unreal Engine 5**

- Prototyped gameplay mechanics, scripted horror event triggers, and optimized interactions using Blueprints.
- Collaborated with other disciplines to refine features, established detailed documentation to support integration.

### **Towards The Dark | Roguelike Combat | ([Portfolio Page](#))**

**May 2024 - Jul 2024 | Solo Project | 3D | Fallout 4 Mod**

- 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 Falling Star | Narrative Exploration | [\(Steam Store Page\)](#)**

**Feb 2025 - May 2025 | Solo Project | 3D | Unreal Engine 5**

- Crafted an emotionally engaging narrative and visually appealing spaces, 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.

### **Memories of Old | Parkour Environment | [\(Portfolio Page\)](#)**

**Oct 2024 - Dec 2024 | Solo | 3D | Dying Light Mod | [Workshop Link](#)**

- Designed atmospheric exterior parkour sequences through varied landscapes, using strategic lighting and environmental landmarks to guide player navigation through a rainy night.
- Created emotional pacing through environmental storytelling, utilizing fog effects, surreal floating objects, and explosive barrels to enhance both gameplay flow and narrative tension.

### **OTHER EXPERIENCES**

**Graduate Assistant | Aug 2024 – May 2025 | SMU**

- Supported Level Design I&II students on projects in Portal 2, Doom Snapmap, Half-Life 2, Starfield CK; Offered design advice and explored technical solutions; Playtested and delivered feedback.

**Software Engineer | Jun 2021 - Aug 2021 | JD.com**

- Provided solutions for business scenarios within 3C home appliance group using Java; Designed and developed an attendance management system to enhance team efficiency.

**Data Analyst | Jul 2020 - Sep 2020 | JD.com**

- Utilized HiveSQL to monitor abnormal data, optimized data logics based on business requirements; Used Excel for data analysis, generated daily reports to support the marketing department.