

# YUNING "ANONA" YANG

## TECHNICAL LEVEL 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 side characters, constructed background stories, and wrote dialogue scripts for relationship quests.
- Tuned flavored texts and negotiated art asset requirements for library & cinema scenes.
- Implemented quest scenes by Unity Timeline Editor, iterated on camera positions and character animations to fit the story pacing.

#### **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 and designed branching dialogue, quest flow, character monologues, and environmental storytelling to support gameplay.
- Implemented scalable gameplay and narrative systems using Unreal Blueprints with object-oriented architecture, interfaces, and data tables to streamline localization, content iteration, and maintainability.

### ACADEMIC GAME PROJECTS

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

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

- Prototyped gameplay mechanics using Blueprints, scripted horror event triggers, and optimized based on performance and feedback.
- Collaborated with other disciplines to iterate on 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 a roguelike combat system in the Fallout 4 Creation Kit, implementing Papyrus scripts to enable randomized room progression across 19 unique environments.
- Built scalable vendor refresh logic tied to player progression, along with strategic buff systems supporting diverse playstyles, enhancing replayability and combat adaptability.

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

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

- Wrote an emotionally engaging narrative, efficiently managed character scripts and voiceover assets through data tables.
- Crafted visually appealing spaces with post-process effects to represent fading memories.
- Implemented dynamic UI, 3D text animations, and interactive environmental elements to elevate the player's experience.
- Reached 2.4k downloads and 86% positive review on Steam.

### **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.