



Keying Du Game Designer

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 keyingkimi.com

DESIGN FOCUS

Level Design
Systems Design
Technical Design

SKILLS

Game Engine

Unity (4 years)
Unreal Engine 5 (3 years)

Scripting

C#
Unreal Blueprints

Version Control

Perforce
GitHub

Software

Maya (4 years)
Cinema 4D (4 years)
Substance Painter (2 years)
Houdini (1 year)
Photoshop (5 years)
Illustrator (4 years)
Premiere Pro (4 years)
After Effects (3 years)

Project Management

Monday.com
Smartsheet
Jira
Trello

Other Skills

Fast Prototyping
Playtesting
Design Documentation
Lead Brainstorming

PLATFORMS

PC
Meta Quest (VR, AR)
HTC Vive Tracker
Mobile

EDUCATION

Master of Entertainment Technology

08/2023 – expected 05/2025

Carnegie Mellon University

Coursework: Building Virtual Worlds, Visual Story, Advanced Game Art Pipeline, Game Design Fundamentals

Bachelor of Arts in Digital Arts and Sciences

08/2019 - 05/2023

University of Florida

Coursework: Game Design & Production, Game Systems Development, Project Methodology

EXPERIENCE

Graduate Teaching Assistant - Intro to Game Design

01/2025 to present

Carnegie Mellon University

- Provided feedback on student game design projects and presentations.
- Organized and facilitated playtesting sessions, guiding students in iterative design improvements.
- Delivered lectures on specialized topics, including level design fundamentals and game engine workflows.

Graduate Teaching Assistant - Visual Story Nonverbal Narrative Techniques

08/2024 to 12/2024

Carnegie Mellon University

- Provided feedback on videography, narrative design, and visual storytelling for VR/AR virtual production.
- Mentored 2 teams with 12 students to create multiple virtual experiences over the course of the semester.

Student Mentor for Game Design

08/2022 to 05/2023

University of Florida Digital Worlds Institute

- Led workshops on Unity, Unreal Engine, and professional workflows for game development.
- Provided one-on-one mentorship to help students develop game projects and academic plans.

PROJECTS

Rifts: Shadow's Ascent, *Third-person Action Adventure RPG | Unreal Engine 5, PC*

08/2024 - 12/2024
Team of 7

Systems and Level Designer, Programmer

- Designed and implemented core gameplay systems and mechanics in Unreal Engine 5, adapting the Rifts TRPG IP into a stealth-focused, quest-driven digital game experience.
- Created 3 game levels, integrating narratives, gameplay systems, UI, and art assets.
- Led rapid-prototyping; programmed game systems, interactions, and puzzles using Blueprint scripting.

Animal POV: A Climate Challenge, *VR Animal Simulation Experience | Unity, Quest 3*

01/2023 - 04/2024
Team of 6

Game Designer, Character Artist

- Designed and iterated core game systems to create an educational eagle simulation VR experience.
- Developed realistic 3D character models and textures, ensuring authentic animal movement and behavior.
- Led and documented playtesting with 100+ testers, refining gameplay and accessibility.
- Recognized and showcased at *Meaningful Play 2024* and exhibited at *Carnegie Science Center*.

Gingermen Rush!, *Multi-player Christmas Party Game | Unity, Steam VR & Vive Tracker*

2 Weeks 11/2023
Team of 5

Game Designer, Producer & Artist

- Led gameplay, narrative, and physical controller design, focusing on Vive Tracker multiplayer mechanics.
- Managed festival operations, showcasing at Carnegie Mellon ETC Game Festival 2023 to 150+ attendees.

Happy Death Day, *AR Murder Mystery Puzzle Game | Unity, Quest 2*

2 Weeks 10/2023
Team of 5

Game Designer, Producer, & 3D Artist

- Designed and iterated 3 AR interactive puzzles for a suspenseful and intuitive experience for naive guests.
- Designed and integrated narratives with interactive mechanics, enhancing storytelling through gameplay.
- Modeled, textured, and animated in-game props, overseeing production and project management.

Roar of Rage, *Third-person Open-world Tiger Survival Game | Unreal Engine 5, PC*

08/2022 - 11/2022
Solo

Game Designer, Level Designer, Programmer

- Independently designed and programmed an open-world survival game featuring realistic tiger behavior.
- Created an open-world level with landscape sculpting, environment art, and biome diversity.
- Developed AI-driven wildlife behaviors, creating an emergent survival ecosystem.