

# Tyler Luu

## Level Designer

(209) 416-7542 • Patterson, CA  
[tyluu@rocketmail.com](mailto:tyluu@rocketmail.com)  
[www.linkedin.com/in/tyler-luu](https://www.linkedin.com/in/tyler-luu)  
[www.tylerluugamedesign.com](http://www.tylerluugamedesign.com)

## SKILLS

---

Level Design  
Game Design  
Game Engines & Mechanics  
Rapid Prototype Development  
GDD Documentation

## TOOLS

---

Unreal/Unity Engine  
Adobe Photoshop  
Adobe Premiere Pro  
Autodesk Maya  
Microsoft Suite  
Blueprint Visual Scripting  
Perforce

## VOLUNTEER

---

Coaching Overwatch  
Game Testing Mobile  
Game Testing PC

## SUMMARY

---

Versatile level designer with experience in creating immersive gameplay environments and working with game engines and level editing tools. Team player with strong communication skills.

## RECENT PROJECTS

---

### Lead Level Designer, *Hexahedron FPS*

San Francisco, California (2022-2023)

- Created a **playable level blockout** in **Unreal** to showcase level design ideas and mechanics.
- Collaborated with the concept artists to ideate and develop concepts, and worked closely with the 3D artists to ensure seamless **assets and props integration**.
- Maintained communication with the team to ensure flow and progression throughout the gameplay.

### Game Designer, *Pieces*

San Francisco, California (2022)

- Integrated into an existing project in its final stage of production, collaborating with other game designers to **troubleshoot and polish gameplay** in Unreal Engine.
- Addressed potential issues with the game's design, mechanics, and functionality to ensure **seamless integration**.
- **Produced a gameplay trailer** showing levels and mechanics.

### Level Designer, *NASA-Kids Interactive Mobile Game*

Remote (2021)

- Collaborated to create a game for **NASA** that is educational and engaging for children and adults to learn about the International Space Station and Astrobee robots.
- Communicated with the lead designer to design and implement fun, engaging, and **educational game features** that were suitable for children 8 years and up using Unreal.
- Created a **top-down map** that incorporated the team's ideas and game mechanics.

### Computerized Inventory System Specialist

Patterson Logistics Training Center (2016-2017)

- Collaborated with a team to develop and implement an inventory management system that improved efficiency and accuracy.

## EDUCATION

---

### BFA Game Development • Emphasis in Level Design

Academy of Art University, San Francisco, California (2023)

*Combat Design, 2D Level Design and Mechanics, Rapid Game Development, Elements of Digital Painting, Story in Video Games, Prototype Game Production*

### Full-Stack Software Development Boot Camp

Revature, Remote (2023)

*11-week part-time program on Java, SQL, Docker, and Git, taught via daily lectures, coding challenges, and weekly projects*