

# Binghe Yi

**Level Designer**

**Narrative Writer**

## Information

**Address:** APT 341, 1111 E  
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## Expertise

- Level Design
- Narrative Design (including outlines and details writing)
- Visual Effects (using Unreal Engine)
- Basic Modeling (using Maya and Blender)
- Animation Design (using Maya)

## Education Background

Major: Game (Bachelor of Science), University of Utah, graduated in June 2024, **Dean's list**

Main courses (Grades): EAE 3100 Level Design - **A**, EAE 3035 Storytelling - **A**, EAE 4500, 4510 Capstone - **A**, EAE 3710 Traditional Game - **A**, EAE 3720 Alternative Game - **A**

## Experiences

**Aureum Gale LLC, June 2024 - Now**

*Lead Narrative Designer/Writer*

Contributions:

- Design the plot outline of the game demo
- Design different characters (including appearances and clothing)
- Design game narrative-related content (side quests, various ingredients, cooking menus, weather forecast, etc.)

**EAE Capstone/Group Game - Terror On The Bayou, Sep 2023 - May 2024**

*Narrative Writer*

Contributions:

- Wrote feature logs for the monsters
- Wrote hidden stories to depict the terror of our game's monsters, revealed the world view, and created five notes for a crazy man

**Alternative Game - Herbal Mission, June 2023 - Aug 2023**

*Music and Animations Creator, Level Designer, and Lead Narrative Designer/Writer*

Contributions:

- Worked on early-level design, including indoor and outdoor level
- Composed two pieces of music, one for daytime and one for nighttime
- Managed asset pipeline and created all characters' animations consisting of blueprints
- Completed game screen scripts/plots, such as moral dilemmas for different NPCs in each of seven days and six nights and blueprints

**Traditional Game/RTS like - Mother Earth, Feb 2023 - May 2023**

*Music and Animations Creator*

Contributions:

- Created a holy background music playing in a loop
- Accomplished all the animation blueprints and half of the animations
- Produced the sky sphere, stone henge, and the selection circles

**37 Mobile Games, 37Games - Soul Land/Douluo Continent (Mobile Game),**

July 2019 - Aug 2019

*Analyst and Narrative Designer*

Contributions:

- Tested loopholes in the game and whether the interface layout was clean, provided feedback to the team leader, and put forward suggestions for modifications
- Wrote nearly 500 servers' names

## Languages

Chinese - Native

English - Fluent

Japanese - Basic

## Professional Summary

I am a game narrative writer and level designer, mastering expertise in level and narrative design, music and sound effects production, and models. With solid learning ability, efficient communication skills, creativity, and teamwork, I am able to accomplish assigned missions based on high standards in a timely manner.