



# SU CHEN

## LEVEL / SOUND DESIGNER

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### ENGINES:

Unreal Engine 4/5 [EPIC]

NeoX Engine [Netease]

Unity 3D [UNITY]

Hammer [VALVE]

Creation Kit [BETHESDA]

Developer Tools [TECHLAND]

### LANGUAGE:

Python

Lua

Blueprint

### SKILLS:

Level Design

Sound Design

Narrative Design

Agile Development

## LEVEL DESIGN EXPERIENCE

**Haunted House** (Level), FPS, Hammer Editor

**Level Designer**

- **Solo work.**
- Focus on thrilling and horror game feeling
- Variety room settings and animation sequences to highlight the horror moment.
- Sonic theory like a combination of silence and sound are applied on the level.

**Zombie Run!** (Game), 2D platformer, Unity

**Game Designer, Level Designer**

- **Design** whole gameplay levels and mechanics
- **Collaborate** with Programmer, Artist to design, analyze, prototype, and implement new gameplay features.
- Rapid Development

**Classroom** (Level Design Layout), 3d Max, Unreal Engine 5

**Level Designer, Modeler**

- **Solo work.**
- Design and model **all architecture, furniture, items, textures.**
- Adjust lighting and atmosphere to achieve the desired result.
- Test with **Lumen lighting system.**

**Bumping Candival** (Game), Unreal Engine 4

**Level Designer, Sound Designer**

- **Design mechanics, make level layout, collaborate** with the lead level designer, programmers, and artists.
- Make sound effects, generates 3 pieces of music.
- Implement sound assets with the blueprint.

**Wedding in the Mountain** (Board Game Script), Call of Cthulhu

**Script Writer**

- Written with 7<sup>th</sup> Edition Rules.
- 2-3 players, approximately 2 hours gameplay.
- **Self-made map and legends** in Adobe Illustrator and Draw.io.

## PROFESSIONAL SOUND DESIGN EXPERIENCE

**Green Glass** (Game), Wwise, NeoX Engine, A Netease Production

**Sound Designer**

- Produce all weapon sound effects for the main character and bosses.
- Wwise Implementation.
- Won the best sound effect prize in the 4th IMGA China.

## EDUCATION

2021 – 2023 [2 yr.]

**Master of Interactive Technology in Digital Game Development**, Specialization in **Level Design**  
@SMU Guildhall

2012 – 2015 [3 yr.]

**Master of Fine Arts**, Specialization in **Film Sound Design**  
@Beijing Film Academy