

Cheng He

Portfolio Website: qcwjy.net

Phone: +86-18516896910 | Email: chenghegame@outlook.com

Address: Unit 2, Building C3, Xingcheng Shijia, Renmin East Road, Furong District, Changsha City, Hunan Province, 410000, China

Education

Communication University of China 09/2019-06/2023

Major: Art and Technology (Digital Entertainment), **Degree:** Bachelor of Arts

GPA: 88/100

Project

Tang Di - Mini two-player open world (an experimental creative exploration game currently in development) 02/2023-05/2023

Supervisor: Zhaogong Zhang

- ♦ Took charge of game idea, mechanic design, level design, terrain art, game scripting, project management

Team Leader & Primary Planner, Functional Game Master Course (a collaborative program with Swedish game designers) 07/2022

Supervisor: Victor Bankler, Vania Castagnino

- ♦ Studied serious games and completed the game design of Kandinsky's Universe

GMTK-Online GameJam - Time Planning and Bullet Dodging Game 06/2022

Supervisor: Max Pear

- ♦ Proposed game creativity, implemented mechanism design, and carried out project management

CG Short Film 11/2021

- ♦ Completed story writing, model material production and motion capture performance
- ♦ Received tens of thousands of plays on Bilibili (a video platform)

CG Master Academy (3D Game Level Design Course) 09/2021-11/2021

- ♦ Completed a 10-week online 3D game level course, mainly instructed by Max Pear
- ♦ Created 9 level demos for third-person action games using Unity and Maya

Elegie (an experimental game of poetry and music) 06/2021

Supervisor: Jingwei Chen

- ♦ Combined poetic compositional simulation and audio gameplay
- ♦ Performed interaction design and administrated the project

Dream (a game of emotional experimentation) 04/2021

Supervisor: Jingwei Chen

- ♦ Carried out planning, programming, and art independently
- ♦ Obtained the honor of excellent work in the game project class, which was used as teaching materials by the professor

Return to Zero (VR Interactive Work) 11/2020

Supervisor: Zhaogong Zhang

- ♦ Assumed the responsibility of game idea, mechanism design, story design, level

design, project management

- ◆ Assisted the main program with some of the blueprint functions

Passion (3D short film)

10/2020

- ◆ Made model material, animation, and footage material

Creation of History (Chinese History and Culture Educational Game) 05/2020-06/2020

- ◆ Implemented game creativity, mechanic design, story design, and project management
- ◆ Carried out visual programming with evocative environments

Internship

Level Designer, Chengdu Digital Sky Technology Co., Ltd.

05/2022-08/2022, 07/2021-09/2021

- ◆ Used Houdini, Maya and UE5 to create terrain and conducted level building configurations
- ◆ Designed a game mission and configured the game's combat levels based on the core game mechanics and worldview
- ◆ Created level whiteboxes using MAYA and UE4, participated in game QA and completed writing QA reports

Extracurricular Activities

Deputy Head, Interactive Art Salon Club, Communication University of China

03/2020

- ◆ Planned and hosted 3 offline salon activities and communicated opinions on game design and arts with members

Skills

Computer Skills: UE5, Unity, Maya, Houdini, C#, Photoshop, Pingcode, confluence
Language Skills: TOEFL: 102