



DONGHUA "ELISH" LI

Level Designer



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SKILLS

Design & Tech: Level Design, Documentation, Gameplay Features, Unreal GAS, Version Controls, System and Mechanics.

Software: Unreal Engine 4/5, Unity3D, Source Engine, Creation Engine, Chrome Engine.

Scripting: C-style Languages (C++, C#, C), UE Blueprint, Papyrus (F4), Lua, HTML, JavaScript, Python, SQL, Java.

Collaboration: Perforce, Plastic SCM, Git, SourceTree, Slack, Jira, Notion.

Design Tools: Adobe Photoshop, Adobe Illustrator, Articy Draft 3, Draw.io, Miro, 3DS Max.

WORK EXPERIENCE

ChillyRoom Studio [Game Designer](#) | [Real-time Strategy](#) | [U3D](#) | [C#](#) *Shenzhen, China. May 2022 - Jul 2022*

- Designed all aspects of the prototype based on the game vision provided by the studio director and stakeholders.
- Programmed 3Cs, players' metrics, gameplay systems, AI behavior tree and algorithms, game UI, and testing tools.
- Hosted testing sessions to gain gaming feedback and created pros and cons analytics.

SMU Guildhall [Teaching Assistant: Level Design I](#) *Dallas, Texas. Aug 2024 - Present*

- Assisted in grading level design assignments and created level design assessments for students.
- Served as a level designer, technical scripting problem solver, and level design development pipeline advisor.

SHIPPED GAME TITLES

Huzzah Studio: Kneedle Knight - Unreal Engine 5 *Jun 2023 - Dec 2023*

[Level and Technical Designer](#) | [22 developers](#) | [3rd Person](#) | [3D Platforming](#) | [Portfolio](#)

- Led the boss arena team of designers and engineers and implemented a boss fight prototype in the pre-production stage.
- Routinely collaborated with multiple disciplines for level technical features and asset requests.
- Owned the design and implementation of the game's final level and its fine-tuning level sequencers for cinematic moments.

Seafeud - Unreal Engine 5 *Feb 2023 - May 2023*

[Level and Technical Designer](#) | [44 developers](#) | [Co-op Racing](#) | [Portfolio](#)

- Designed, prototyped, and iterated the track layout, architecture, innovative feature mechanics, and hero pieces.
- Led the track team and implemented interactive level items, technical volumes and performance optimization.

INDIVIDUAL PROJECTS

Island of Echo and Time - Unreal Engine 5 *Feb 2025 - Apr 2024*

[Level Designer](#) | [Linear Level](#) | [Dynamic Layout](#)

- Designed and iterated the level layout from its initial concept to final delivery.
- Planned and implemented level flow, landmark, and enemy encounters with scripted level game object devices.
- Carried out level sequences demonstrating level narrative and wow moments.

Dying Light 2: Let Power In *Feb 2024 - May 2024*

[Level Designer](#) | [Action](#) | [Open World Design](#) | [Parkour](#) | [Chrome Engine](#) | [Mod Link](#)

- Designed and iterated an open-world traversal level layout from its initial concept to final delivery.
- Planned and implemented level flow, landmarks, and POIs that promote the player's traversal experience.
- Carried out level environmental design and aesthetic mood setting with scripted quest events and weather transitions.

Southern Methodist University Guildhall

2024 Dallas, Texas

Master of Interactive Technology, specializing in Level Design

Hong Kong Baptist University

2021 Zhuhai, Guangdong, China

Bachelor of Science, BS, Computer Science