

Peter Lu

Level Designer

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EDUCATION

Honours Bachelor of Game Design

Sheridan College | 2016 - Aug 2020

ACHIEVEMENTS

10+ Design Awards

including:

Best Student Project

Unity Award Finalist | 2020

Innovation Award

Intel University Showcase | GDC 2020

Game of the Year

The Rookies by Autodesk | 2020

Best Use of Magic Leap

MIT Media Lab | Reality Virtually 2019

SKILLS

Design

Level Design
World Building
Gameplay Design
Design Documentation
Rapid digital prototyped & iterating
Playtesting

Programming

Unreal Engine 4
Unity 3D
Lumberyard
343 Proprietary Engine

Programming

C#
Java
Lua
HLSL Shader
Unreal Blueprint

Art

Adobe Creative Suite
Houdini
Autodesk Maya
Blender
Substance Painter

EXPERIENCE



Certain Affinity // Level Designer

Toronto, Canada | Jun 2020 - Present

HALO Halo Infinite FPS

Owner of **1/4** of the open-world map design

- + Designed, iterated, and blocked out open-world POIs
- + Established general tone for vehicle flow; designed and prototyped vehicle paths with terrain painting and world-building
- + Dramatically improved gameplay by iterating on world compartmentalization for "Halo appropriate" sightlines & combats
- + Collaborated with production, art, and tech team to successfully meet all milestone deadlines
- + Presented levels to Directors and leads regularly; received high accolades



New World MMORPG

Owner of **1/3** of the post-launch region

- + Designed, iterated, and blocked out 7 large open-world POIs
- + Collaborated with Directors; made sure levels and gameplays align with the high-level vision
- + Collaborated with Art, narrative, and tech team to bring POIs to a polished state; including set dressing, loot placements and terrain.
- + Greatly improved environmental storytelling within POIs by re-designing AI encounters and lore object placements
- + Helped to review peers work and gave constructive feedback



Tencent Games // Technical Level Designer

Shenzhen, China | May 2019 - Sept 2019



Call of Duty Mobile FPS

Owner of the survival mode

- + Established technical guidelines and scripted multiple level logic using Lua
- + Boosted design team productivity by creating custom tools in Unity that auto-generate data and complete repetitive tasks
- + Held internal playtest sessions and iterated on AI encounters
- + Designed and pitched new enemies and gameplays to Directors



Sheridan College // LightFarm

Toronto, Canada | Sept 2019 - April 2020



LightFarm

Owner of the project's technical design

- + Designed and wrote the input system in C# using computer vision to detect finger movements
- + Wrote customizable keystone correction tools for dynamic projection mapping
- + Wrote Shaders for optimizing performance and for achieving design goals