

## published/WIP games

### Unannounced 3A MMO

World Designer/Builder

### Call of Duty: Mobile

Technical Level Designer

## education

### Honours Bachelor of Game Design

Sheridan College | Sept 2016 - April 2020

## skills

### Design

Level design  
Gameplay design  
Design documentation  
Paper prototyping  
Rapid digital prototyping & iterating  
Playtesting

### Game Engines

Unreal Engine 4  
Unity 3D

### Programming Languages

Unreal Blueprint  
Lua  
C#  
Uniy Shader

### 3D/2D Art

Autodesk Maya  
Adobe Photoshop  
Adobe Illustrator  
Houdini  
Figma

### Other

Project management  
Multidisciplinary Communication

# peter lu.

level designer

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## experiences

### Level Designer

Certain Affinity | June 2020 - Present  
Working on an unannounced 3A MMO title.  
Designing POIs around the world from paper and blocking them out. Placing down gatherable resources and world events. Communicating with Artists to build the game world.

### Technical Level Designer

Tencent Games | May 2019 - Sept 2019  
Worked on Call of Duty: Mobile. Created level layouts and scripted level progression using Lua for PVE game mode. Held playtest sessions and iterated on the designs base on data gathered. Designed and pitched new enemy types and gameplays through design documents.

### Gamified UX Designer

Sheridan College | Jan 2019 - May 2019  
Designed and wireframed User Interfaces for Canadian Special Operations Forces Command with an object-detection algorithm to optimize user experience and workflow. Documented the use of algorithms and developed prototype.

## awards

### Unity Award | Best Student Project

Finalist | Dec, 2020

### Game of the Year / Winner

Rookie Awards 2020 | Immersive Media

### Most Innovative

GDC 2020 | Intel University Showcase

### Best Use of Magic Leap

MIT Media Lab | Reality Virtually Hackathon Jan, 2019