

ALICE Mingya GAO

Level Designer & Game Designer

Worked on varied AAA/Indie projects, open to relocation

Passionate, autonomous, adaptable, a constant learner & a team player. Creating interesting and original experiences with an emotional impact, while enjoying this process together with eager and open-minded people, is my goal for making games.



EXPERIENCES

GAMEPLAY DESIGNER

Feb 2022 - Present, PLAYDEAD (Copenhagen, Denmark):

"Game 3"

- Create & iterate gameplay prototypes
- Create memorable moments based on rough narrative in a sci-fi open world

LEAD DESIGNER

Jan - Dec 2021, Moonycat Entertainment (Montpellier, France):

"Metaphora: The Moonycat Quest"

- Responsible of Game & Level Design: 3Cs, combat, world systems; world building, flow, missions, puzzles.
- Design workflow; Planning, follow-up & feedback; Communication with others professions & with editors.

PERSONAL WORKS

Feb - Oct 2020

LEVEL DESIGNER

Nov 2017 - Dec 2019, Virtuos Shanghai:

"Marvel's Avengers"

- Mission design/World design & building for Co-op War Zones
- "Shadow of the Tomb Raider"
- Cooperating with Eidos Montreal, puzzle design & scripting & level building of Co-op Challenge tombs.

INTERN LEVEL DESIGNER

May - Sept 2017, Ubisoft Shanghai:

Far Cry 5 DLC "Hours of Darkness": Open-world building

Apr - Aug 2016, Neko Entertainment (Paris, France):

"Pix the Cat"(2D Arcade): PVP arena level design

EXHIBITION CONTENT(Video& Interaction) DESIGNER

Aug 2010 - Apr 2011, ChanBa urban construction Museum (XiAn, China)



EDUCATION

2014-2017 ENJMIN/Angoulême, France

Master's degree in Game Design.

"Bring it Back", Level&Game Design: 6-month project, Co-op party game.

"JIAO", GameDesign/Narrative/2D Art: 3-month project, Narrative tactical game.

Contact

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[Portfolio](#)

CPH, Denmark

Languages

English (Fluent)

French (Fluent)

Chinese (Native)

Skills

Unreal & Unity 3D
Blockout, Scripting

Blender & MAYA
Proxy Mesh Modeling

World Building
QuadSpinner Gaea

Documenting
SketchUp, Photoshop, Office

Production Flow
Agile / JIRA / Perforce

Audiovisual
Filming, Video Editing

Hobbies

[Street Photography](#)

Film

Architecture

Reading/Writing
Philosophy / Durable Development / History / Trans-cultures

Dance and Sports
Flamenco / Martial Arts