



# WU GUANYU

## Game Designer

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wuguanyu.artstation.com

## EXPERTISE

- Unreal Engine 4 & 5
- Photoshop
- Premiere
- Visio
- Microsoft Office
- Maya
- Unity

## EDUCATION

- **BA**  
in Chengdu University of Technology, China. Majored in Journalism.
- **LLB**  
in Chengdu University of Technology, China. Majored in Law.
- **Master of Governance and Media**  
in Keio University, Japan. Majored in Information Security.

## PROFILE

*Registered Junior Researcher in DiGRA (Digital Games Research Association), Japan. Specialized in level & combat design. Well Experienced in Unreal Engine especially in Unreal Engine 5, obtained the newest knowledge and theory about Niagara System, Nanite and Lumen. I can independently work on Materials, VFX, SFX, Blueprints, Cutscenes and fundamental Modeling and Skeletal Animations. Now gained 3 AAA titles develop experiences and 2 of them has been released. Trilingual language skill (Chinese, English and Japanese), all of them have reached the business level as well.*

## PROFESSIONAL EXPERIENCE

Game Designer  
Virtuos, Chengdu

**Call Of Duty: Warzone (IW8 Engine, All Platforms FPS Game)**  
2021.5 – 2022.7

- Co-worked with Activision in dev team, import art assets from S4 engine to iw8 engine.
- Figured out the fundamental logic and system in the weapon blueprints, callingcards, emblems and reticles.
- Gained debugging experience and skill.
- Helped engineers to develop the tools.

**Blue Protocol (As Support Designer)**  
2021.9 – 2021.11

- Translated the feedbacks from Bandai Namco between Chinese and Japanese.
- Adjusted in-game elements to avoid policy violation.

**Epic Mickey: Recolored (Unreal Engine 4, Nintendo Switch)**  
2022.7 – 2023.7

- Imported the whole project to Unreal Engine 4 to make the game to meet the modern game standard.
- Remade the levels and gameplays based on the original game.
- Created the new immersive cutscenes and dialogues.
- Pushed the iterations to the Purple Lamp Studio.

**The Elder Scrolls IV: Oblivion (Unreal Engine 5, PC)**  
2023.7 – 2024.1

- Re-designed the whole combat system for the legacy game.
- Did the Stamina System, Block System, Sneak System, Archery System, Hit Reaction and HUD design work and iterations.
- Implemented and tweaked the features in Unreal Engine 5.
- Wrote GDDs and feature requirements for engineers and artists.

**Call Of Duty: Warzone 2.0 (T10 Engine, All Platforms FPS Game)**  
2024.1 – Now

- As Lead Designer in this project.
- Multiplayer Battle Royale Map Design.
- Helped artists to check if the layouts against the gameplay.
- Pushed iterations and play feedbacks to Activision.
- Wrote tutorial documents for Design, Art and QA teams.