

LARRY SHEN

Level Designer • Game Designer • Narrative Designer
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EDUCATION

SMU Guildhall

Master's Degree in Level Design

May 2018

New York University

Bachelor's Degree in Dramatic Writing, Tisch School of the Arts
Minor in Game Design, NYU Game Center

May 2015

SKILLS & SOFTWARE

SKILLS

- Level design
- Narrative design
- Game design
- Scripting (C#/Lua)
- Documentation
- Sound design
- Music composition
- Communication
- Storyboarding
- Agile

SOFTWARE

- Unreal Engine 4
- 3DS Max
- Unity
- Source SDK
- Chrome Engine
- Bethesda Creation Kit SDK
- Photoshop
- Adobe Premiere Pro
- FL Studio

TEAM EXPERIENCE

Game Designer | *Lost in the Dark* | Unreal Engine 4

6 Months (2017)

- Led development and cultivation of overall project vision from initial prototype through alpha (17-person team)
- Facilitated communication between artists, programmers, level designers and producer while working towards overall vision
- Conveyed vision to team through many modes of expression ranging from high-level concepts to technical details
- Maintained Game Design Document (GDD) to reflect changes throughout project
- Implemented and debugged localization for menus and UI

Lead Level Designer | *Auxilium* | Unreal Engine 4

5 Months (2017)

- Led 4-person level team within Pantheon in development of level "Railways" for the game *Auxilium* (50-person team)
- Communicated closely with other team leads, artists, programmers, and producers to convey gameplay needs and ensure smooth production experience across 50-person team
- Facilitated strong communication channels between "Railways" level team and other teams
- Created sounds and designed effects for various in-game assets
- Developed initial premise and themes of *Auxilium* while consolidating team vision and goals

Associate Game Designer | *The Town* | Unity

3 Months (2016)

- Helped develop initial premise of tablet game *The Town* with small 4-person team
- Designed levels using Unity Pro
- Maintained Game Design Document (GDD) to reflect changes throughout project

Composer/Sound Design | *Stage Fright* | Unity

12 Months (2016)

- Composed music and contributed sound design for rhythm-horror game developed by NYU Game Center MFAs
- Responsible for designing overall atmosphere and player experience as well as narrative pacing through sound

Game Designer | *Enthalpy* | Board Game

12 Months (2016)

- Developed board game in small team with backing from NYU Game Center faculty. Responsible for narrative, aesthetic, and thematic aspects of game

AWARDS/RECOGNITION

GDC 2018 Narrative Summit Platinum Winner

GDC 2014 Narrative Summit Gold Winner

Best Audio Prize – GamePolitan 2017 (*Stage Fright*)

Best Audio Nomination – Magfest 2016 (*Stage Fright*)