

Luoqinglang Han

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Game Designer

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Base:

London (Remote Available)

LinkedIn:

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Portfolio Websites:

Website:

qizilansmagicalworld.com

Itch.io: <https://qizilan.itch.io>

Behance: <https://www.behance.net/QizilanHan>

Language:

Chinese (Native)

English (Fluent)

Japanese (Fluent)

Professional Summary

Game Designer focusing on system and level design. Skilled at combining gameplay mechanics with interactive levels, and using mechanics and environment for storytelling. Experienced in creating prototypes and short term iteration, and refining designs based on playtest feedback. Proficient in Unity, Unreal Engine 4&5, Twine, Excel, Miro and Figma, with hands-on experience across design, art, and production roles—able to communicate and iterate effectively with teams.

Education

2023.10- 2025.2

MA Games Design in University of the Arts London

Master of Arts with **Merit**, focus on system design, narrative mechanics, and playtesting.

2019.09-2023.06

BA Digital Media Art in Beijing Normal University

Specialization in interactive design, digital storytelling, and 2D/3D media.

Professional Experience

Game Designer & Project Manager (Internship → Part-Time)

Beijing Yitong Vision Technology Education Co., Ltd

2020.10 – 2023.5

- Led the design and development of XR-based interactive educational games
- Designed 2D assets and visual elements for immersive learning experiences
- Coordinated cross-functional collaboration between art, programming, and curriculum teams

Designer & Curator (Volunteer)

Homo Ludens Archive & A4 Art Museum

2020.9 – 2023.10

- Designed the official mascot for Homo Ludens Archive
- Participated in the nationally supported “Gaming Literacy Education Project”
- Co-curated the **8th iStart Children's Art Festival** at A4 Art Museum, focusing on gamified visitor experience and interactive exhibition flow
- Represented project at the **Replaying Japan 2023** academic conference on Japanese games and culture

Post-Production Assistant & Social Media Operator (Intern)

Hunan TV, New Media Department

2020.7 – 2020.9

- Assisted with post-production editing for TV show content
- Managed and scheduled social media publishing across official platforms

Key Projects

YiFun – Children's XR Educational Game (6–12 yrs)

Game Designer | Unity | 2023 | [Behance](#)

- Designed and built interactive physical installations
- Designed **mobile AR game** levels
- Co-led user **testing, iterated** based on player feedbacks
- Covering full **development circle**
- Game won multiple education & innovation awards in China

Carrot VS. Broccoli (2 player Platform Fighter Game) – Solo Project

Developer & Designer & Artist | Unity | 2024 | [Behance](#) | [Itch.io](#)

- Designed core **gameplay system**
- **level design**
- Designed multi-characters and **characters balancing**
- Used **AI tools** to support **scripting** and music generation

Poetry of the Souls – Platformer Game (Student Team Project)

Team Lead / Level & Narrative Designer | Unreal Engine 4 | 2024 | [Behance](#) | [Itch.io](#)

- **Lead the team, coordinate tasks, communicated work**
- Contributed to **worldbuilding** and visual/narrative cohesion
- **Interactive levels** combine with **environment storytelling** design
- Designed levels based on **user flow**

Prop-A-Garder (Tower Defense Game) – Student Team Project

Level & Narrative Designer | Unity | 2024 | [Behance](#)

- Developed **narrative concept, worldbuilding**
- level layout, and tower abilities with stats
- Conducted **testing** sessions, gathered feedback, and organized **iterations**
- Used **AI text** content generation

There is no Wall (Tower Defense Game) – Student Team Project

Level & Narrative Designer | Unreal Engine5 | 2024 |

- Developed **3D puzzle gray box prototype**
- Using **Mechanic storytelling** for puzzle solving

Skills & Tools

- Design: System Design, UI, Narrative Flow, Balancing
- Tools: Unity (C#), Unreal Engine (Blueprints), Figma, Miro, Excel
- Art: Photoshop, Procreate, Illustrator, Premiere
- Workflow: Google Workspace, AI-assisted content tools