

Junce Wang

Technical Game Designer

I am a technical game designer with a deep understanding of combat. Computer science background and Master's degree in technical art. Experienced with animating. Passionate about new technologies in the gaming industry.

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WORK EXPERIENCE

Combat Designer (ACT Console Games, Unreleased)

NetEase, Ouka Studio. Link: [🔗](#)

10/2020 - 07/2021

Guangzhou, China

"Ouka Studio" is a console game dev studio established by NetEase, led by a Japanese director, located in Guangzhou, China, and Shibuya, Tokyo.

- Combat systems design for PVP / PVE games.
- 3C(Character, Controls, Camera) features design.
- Weapon / Skills design and implementation.
- UE4 Blueprint Scripting.
- Mocap direction.
- Collaborated with colleagues in a multilingual environment.

Lead Game Designer (Mobile Minigame)

NetEase, Game Academy GM11. Link: [🔗](#)

07/2020 - 09/2020

Guangzhou, China

This project is a part of the new employee training program of NetEase.

- Lead game designer for the pinball-racing minigame *Journey in the Scroll*. [🔗](#)
- Gameplay and system design.
- Shader Implementation.

Game Designer, Internship (Mobile Card Game)

NetEase, Onmyoji: The Card Game. Link: [🔗](#)

06/2019 - 08/2019

Guangzhou, China

- Server Queue Systems and UI features design.
- Gameplay scripting (Python).
- Adaptation for tablet platform.

Research Assistant

The GApp Lab. Link: [🔗](#)

06/2022 - 05/2023

Salt Lake City, UT

Worked on HRSA: Unity-based VR game for medical student training in motivational interviewing on Oculus Quest 2.

- Unity animation gameplay / editor tool development.
- Unity VR GUI development.

SKILLS

Unreal Engine

Unity

Maya

Python

C#

C++

Phaser 3

JavaScripts

MS Office

Perforce

SVN

Mocap

Animating

Combat design

System Design

Git

Editor Tool

VR Development

Technical writing

July 24, 2023

PROJECTS

The Unfallens: Awakening

Action Game Demo. Link: [🔗](#)

10/2022 - Present

An action Boss fight game. The game has been launched on Steam with 50K+ downloads and "Very Positive" player reviews.

- Combat System / Ability / AI Design and Development.
- Create and maintain UE Animation Blueprints state machines.
- Unreal Engine Editor Tools.
- Maya Editor Tools Scripting (Python).
- Animation production and Mocap directing.
- Project Management.

IK based Hit Stop Animation Technic in Unreal

Tech demo. Link: [🔗](#)

09/2021 - 10/2021

Inspired by God of War's hit stop feature. Reimplemented it in the Unreal Engine.

Exploring Word-gesture Text Entry Techniques in Virtual Reality

Paper. Link: [🔗](#)

08/2018 - 05/2019

The paper was published in the 2019 CHI Conference on Human Factors in Computing Systems. Collaborated with graduate students at UC, Berkeley.

EDUCATION

Master of Entertainment Arts and Engineering (Technical Artists)

Univeristy of Utah

08/2021 - 05/2023

Salt Lake City, Utah

- Maya (Animation, Scripting).
- Level design.
- Motion Capture.

Bachelor of Engineering, Computer Science and Engineering

Chinese University of Hong Kong, Shenzhen

09/2015 - 12/2019

Shenzhen, China