

# Junce Wang

## Technical Game Designer

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

 [wjunce@outlook.com](mailto:wjunce@outlook.com)

 [www.juncewang.com](http://www.juncewang.com)

 [linkedin.com/in/junce-wang-829037112](https://www.linkedin.com/in/junce-wang-829037112)

## WORK EXPERIENCE

### Combat Designer

Sword & Wand, Inc [↗](#)

02/2024 - 08/2024

Remote, United States

Working on an unreleased project at Sword & Wand, Inc.

- Unreal Blueprint Scripting with Gameplay Ability System.
- Character/Ability Design and Prototype.
- Combat System Design.
- Stats Balancing and Gameplay feel polishing.
- Tech Animation support (IK, Control Rig, Workflow, Maya scripts).

### Combat Designer (ARPG/ACT Console Games)

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.

- Participated in Visions of Mana and two unreleased projects. [↗](#)
- Combat systems design for PVP / PVE games.
- 3C(Character, Controls, Camera) features design.
- Weapon / Skills design and implementation.
- Unreal Blueprint Scripting.
- Mocap direction.

### 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 designer for 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.

## 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

August, 16 2024

## PROJECTS

### The Unfallens: Awakening

Action Game Demo. Link: [↗](#)

10/2022 - 05/2023

An action Boss fight game. The game has been launched on Steam with 70K+ downloads.

- 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