YUXUAN QIU

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GAME DESIGNER | SYSTEMS, LEVELS & DATA-INFORMED ITERATION

SUMMARY

Game Designer with a computer science background and production experience across three shipped mobile titles. Specializes in level and systems design, onboarding, in-session and meta progression, and retention-informed iteration; turns gameplay goals and player signals into clear specifications, rapid prototypes, and testable changes with cross-functional teams.

CORE SKILLS

Game Design: Level and systems design, combat pacing, in-session and meta progression, FTUE/tutorials, difficulty tuning, playtesting, Figma wireframes, GDDs
Technical & Data: Unity, Godot, Unreal Engine 5, Maya, Blender, C#, Python, SQL, Databricks, Metric Center, telemetry design, instrumentation requirements, data-quality validation, Git/GitHub
Production & AI: Feature scoping, task breakdown, roadmaps, requirements and acceptance criteria, cross-functional delivery, AI-assisted rapid prototyping and iteration, human-reviewed automation

EXPERIENCE

FirstFun Inc. (Funfly / publisher of Last War: Survival) | Game Developer (Game Design Focus) | Santa Clara, CA | Aug 2025 - Aug 2026

- Contributed game and level design across three shipped mobile titles - WingFall, Wingstrike, and Harbor Rush - translating gameplay goals into level configurations, feature specifications, instrumentation requirements, and implementation-ready tasks.
- Contributed to expanding and tuning 50+ playable levels for WingFall, iterating on enemy composition, wave length, boss order, difficulty, telegraphs, and tutorial clarity from playtests and player signals.
- Proposed Wingstrike's initial three-choice vertical-shooter direction and configured the early Red Box experience and 10+ handcrafted levels with attention to encounter pacing, choice readability, and onboarding.
- Owned Harbor Rush's design-facing telemetry and retention-analysis workflow across multiple releases, defining instrumentation requirements, validating data quality, and translating tutorial and meta-progression signals into testable design questions.
- Built human-supervised Level Agent and Data Agent automation workflows that converted design constraints and player-behavior evidence into level-to-level difficulty and pacing proposals, automated validation checks, recurring analysis, and reviewable iteration decisions.
- Planned and coordinated delivery by decomposing features into scoped tasks, references, requirements, acceptance criteria, and roadmap priorities; partnered with engineering, art, VFX/audio, QA, data, and publishing through implementation and playtest review.

F2P SYSTEMS & LIVEOPS ANALYSIS

- Built an independent Last War: Survival systems teardown informed by conversations with its developers, internal knowledge-sharing sessions, and public product observation; mapped hook-to-core progression, alliance dependency, and community loops into reusable design and measurement questions.
- Uses telemetry as evidence rather than diagnosis: validates instrumentation and data quality, reviews player behavior, and separates confusion, friction, and lack of value before proposing a change.
- Uses AI-assisted rapid prototyping to shorten the hypothesis-to-playable loop while keeping design constraints, automated checks, and final human judgment explicit.

SELECTED PROJECT WORK

Wingstrike | Mobile Vertical Shooter | Game and Level Design

- Shaped encounter pacing and readable three-choice decisions through handcrafted configurations, tutorial tuning, implementation constraints, playtests, and reviewed generated content.

Harbor Rush | Mobile Hex-Board Strategy | Systems and Data-Informed Iteration

- Connected short-session strategy design with validated telemetry and retention signals, turning observed behavior into hypotheses for onboarding and meta-progression changes.

Era Clash | Unity/C# Systems Prototype | Game Designer / Developer

- Building a 2D lane-battle vertical slice around purchase/build decisions, combat readability, economy, unit composition, turrets, special attacks, and Stone-to-Medieval-to-Future progression.

Bubble Blast | Godot Physics Prototype | Game Designer / Developer

- Iterating on a chain-reaction game around visible prediction, physics-driven cascades, limited lever pulls, run-level risk/reward, UI clarity, and game feel.

EDUCATION

Northeastern University | Master of Game Design | Boston, MA | Sep 2023 - May 2025
Selected coursework: Data-Driven Player Modeling, Game Design and Analysis, Level Design Systems
Northeastern University | Bachelor of Computer Science | Sep 2019 - May 2023