Junce Wang

Game Desginer

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.

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WORK EXPERIENCE

Combat Designer
miHoYo (HoYoverse)

12/2024 - Present   *Shanghai, China*

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.

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

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 80K+ 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