

# 个人简历

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## 背景与教育

2026 年 6 月预计毕业提赛德大学，获游戏设计学位。2023 年至今我参与了各类学习模块和项目，涵盖游戏设计的多个方面。

以下是入学以来参与的项目和课程概述：

## 项目模块

- 模块 1：游戏创作：在本模块中，探索虚幻引擎 5（UE5）的各种功能，包括蓝图脚本、UI 设计、场景构建和材质制作。利用这些功能，开发了两个项目：
  - 第一个项目包含五个场景，前三个场景专注于特定动作的蓝图实现，后两个场景则侧重于整体关卡的构建与设计。
  - 第二个项目是一款生化末日背景的第三人称射击游戏，主角在居民区探索，清除被感染的敌人，并获取钥匙以完成任务。
- 模块 2：游戏设计与机制：在本模块中，需要从 1991 年至 1999 年间的电影或长篇动画中选择一部，将其改编成游戏。我们以 PDF 格式创建了一份方案，内容包括资产清单、预算、风险评估和团队角色。我在本模块中取得了优异评价，并在游戏规划和管理方面培养了很强的能力。
- 模块 3：游戏原型制作：在这个项目中，使用 UE5 蓝图重现了《塞尔达传说：王国之泪》的关键机制，并设计了独特的游戏机制。这个项目极大地提高了我对蓝图的熟练程度。
- 模块 4：行业简报：在本模块中，我们必须在《全面战争：特洛伊》或《全境封锁》中选择一个来开发 DLC 内容。我选择为《全面战争：特洛伊》进行关卡设计，在此期间我在 UE5 中构建了一张战斗地图。

- **模块 5：任务设计：**在虚幻引擎 5 中设计了一个 15 分钟的第一人称射击（FPS）任务关卡。该关卡包含可收集物品、对话交互、敌人遭遇、动态任务更新系统和引导玩家推进等关键元素。注重利用灯光作为引导机制，带领玩家达成目标，确保流畅的游戏体验。该任务设定在未来世界，玩家需要消灭人工智能控制的机器人，到达信号传输服务器，摧毁它并安全撤离。
- **模块 6：UI 设计：**在这个项目中，专注于设计第一人称射击（FPS）游戏的 UI。从《Apex 英雄》等经典 FPS 游戏中汲取灵感，在虚幻引擎中创建了一个用户界面。该 UI 设计展示了现代 FPS 游戏典型的视觉风格、布局和交互元素。虽然该界面包含按钮音效和可导航菜单，但它主要作为概念演示，而非功能完备的设置系统。这个项目让我提升了 UI/UX 设计技能，注重游戏环境中的清晰性、响应性和沉浸式呈现。

### **参与项目制作**

我和团队参加了名为“逗我笑”的游戏开发活动。我在团队中负责 UI 设计、游戏规划和关卡设计。我们的游戏内容基本是玩家扮演超市店员，需要将指定商品摆放到货架上，但在送货途中会有不同的顾客干扰，玩家必须摆脱这些顾客的干扰并送完所有商品。

### **个人成就**

- **技术技能：**虚幻引擎、Photoshop、MAYA、Substance 3D Painter

### **个人详情**

- 喜欢和朋友玩桌游，经常聚在一起玩诸如三国杀之类的各种游戏。也非常喜欢单机游戏，能让我完全沉浸在故事中。尤其被那些有着引人入胜故事情节的游戏所吸引。
- 热爱运动，自幼便开始进行足球、游泳和乒乓球训练。目前，我作为球队的一员每周参加足球比赛。喜欢出国旅行，也喜欢和朋友在假期露营、烧烤。此外，厨艺精湛，在团队中常常担当“厨师”的角色。
- **居住国籍：**英国
- **国籍：**中国

- 婚姻状况：单身

- 年龄：21 岁

作品集网站: <https://3446213949.wixsite.com/my-site-3>

期望岗位：关卡设计/UI 设计

近期游戏体验：Apex，使命召唤系列，Helldivers2

# An Xu

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## **Background and Education**

**2023–Present:** Expected to graduate in June 2026 with a degree in Game Design from Teesside University.

As a second-year Game Design student at Teesside University, I have participated in various learning modules and semester projects covering a wide range of game design aspects. Below is an overview of the projects and courses I have engaged in since my admission.

## **Modules**

### **Module 1: Game Creation**

In this module, I explored various functions of Unreal Engine 5 (UE5), including blueprint scripting, UI design, scene construction, and material production. I developed two projects using these features:

- The first project consists of five scenes, with the first three focused on blueprint implementation for specific actions, while the last two emphasize overall level construction and design.
- The second project is a third-person shooting game set during a biochemical apocalypse, where the protagonist explores a residential area, clears infected enemies, and retrieves keys to complete missions.

### **Module 2: Game Design and Mechanics**

In this module, we were required to select a movie or a long animation from 1991 to 1999 and adapt it into a game. We created a plan in PDF format, including asset lists,

budget, risk assessments, and team roles. I received a high grade in this module and developed strong skills in planning and managing games.

### **Module 3: Game Prototyping**

In this project, we used UE5 blueprints to reproduce key mechanics from *Tears of the Kingdom* (The Legend of Zelda) and designed a unique game mechanic. This project greatly improved my proficiency with blueprints. Additionally, we learned how to write a professional resume.

### **Module 4: Industry Briefs**

For this module, we had to choose between *Total War: Troy* or *The Division* to develop DLC content. I chose to work on the level design for *Total War: Troy*, during which I built a battle map in UE5.

### **Module 5: Mission Design**

As part of a university module, I designed a 15-minute first-person shooter (FPS) mission level in Unreal Engine 5. The level features key elements such as collectibles, dialogue interactions, enemy encounters, a dynamic mission update system, and guided player progression. I focused on using lighting as a guiding mechanism to lead players toward objectives and ensure a smooth gameplay experience. Set in a futuristic world, the mission requires players to eliminate AI-controlled robots, reach the signal transmission server, destroy it, and safely evacuate.

### **Module 6: UI Design**

For this project, I focused on designing a first-person shooter (FPS) game UI. Drawing inspiration from classic FPS titles such as *Apex Legends*, I created a user interface in Unreal Engine. The UI design showcases the visual style, layout, and interactive elements typical of modern FPS games. While the interface includes button sound effects and navigable menus, it primarily serves as a conceptual demonstration rather than a fully functional settings system. This project allowed me to refine my UI/UX design skills, emphasizing clarity, responsiveness, and immersive presentation within a game environment.

## **Participate in project production**

My team and I made a game jam with the title "Make Me Laugh". I am responsible for UI design, game planning and level design in the team. Our game content is basically that the player is a supermarket clerk, who needs to deliver the specified goods to the shelves, but there will be different customers interfering on the way to delivery, and you must get rid of these customers' interference and deliver all the goods.

## **personal achievement Technical skills**

- Unreal Engine
- Photoshop
- MAYA
- Substance 3D Painter

## **personal detail**

- I enjoy playing board games with friends, often gathering to play various games such as Three Kingdoms. I also have a strong appreciation for single-player games, as they allow me to fully immerse myself in the story. I am particularly drawn to games with compelling narratives.
- I have a deep passion for sports and have been training in football, swimming, and table tennis
- Since childhood. Currently, I participate in weekly football matches as part of a team. I enjoy traveling abroad and spending holidays camping and barbecuing with friends. Additionally, I have strong cooking skills and often take on the role of the “cook” in my group.

**Nationality** of **Residence:** British  
**Nationality:** Chinese

**Marital** **status:** Single  
**Age:** 21