



Ruichi Li

SMU Guildhall C35
Level Designer

Contact

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About Me

Level Designer graduating with a Master of Interactive Technology with a specialization in Level Design at SMU Guildhall. Extensive experience in 3D Level Design and Scripting with proficiency in Unreal Engine 5, Blueprint Scripting, and Whitebox to final design iteration. Skilled in Perforce, 3dsMax, and Jira, with experience designing to FPS and RPG levels.

Skills

- C, C++, C#, Java, Python
- 3dsMax, Illustrator, Miro, Canva
- Unreal Engine 5
- Starfield: Creation Kit
- Source Engine: Hammer
- Unity
- Mandarin, English

Education

- Master of Interactive Technology, Specialization in Level Design
SMU Guildhall 2025 - 2027
- Bachelor of Engineering in Internet of Things
Hohai University 2020 - 2024

Shipped Titles

- **Hamsterballin'**
Level Designer February 2026 – May 2026
 - Level Designer, specifically owning Roulette Runway section 2.
 - Strategically placed and balanced all level pickups and interactive hazards, utilizing item placement to naturally guide player sightlines, reward high-risk maneuvers, and control the pacing of the race.
 - Executed rapid level iterations by analyzing playtest telemetry and user feedback. Collaborated within a cross-disciplinary team of artists and programmers under the Guildhall Development Methodology, utilizing Perforce (P4V) for asset pipeline management and Jira to track sprints and meet tight milestones.

Other Projects

- **Kill the Makers**
Game Designer, Level Designer, Audio Designer
 - Architected 2D puzzle-platformer layouts, strategically placing hazards and platforms to onboard players and teach core mechanics; integrated custom SFX via Adobe Audition to provide critical audio feedback for puzzles.
 - Collaborated to rapidly iterate on physics and jump metrics, utilizing playtest data to fine-tune character controls, platform spacing, and difficulty curves.
- **Starfield custom level: Firefly**
 - Architected a modular medical lab environment within the Starfield Creation Kit, applying advanced 3D layout techniques to establish a circular combat flow and optimize player navigation.
 - Programmed scripted events, NPC behaviors, and narrative terminal entries, leveraging the engine's internal quest logic to deliver seamless environmental storytelling and immersive world-building.
- **Half-Life 2 custom level: Black Site**
 - Designed structured level routing and progression loops within the Hammer Editor, implementing lock-and-key gating puzzles that challenge players to navigate, backtrack, and unlock restricted sectors.
 - Programmed robust mission logic and encounter sequencing using Hammer's I/O entity system, scripting custom triggers, door/gate interactions, and Combine AI tactical spawns to match original pacing standards.
- **Half-Life 2 custom level: Pit Stop**
 - Designed structured level routing and loops within Hammer Editor, implementing lock-and-key gating puzzles (Gravity Gun plug mechanics) that challenged players to navigate, backtrack, and unlock sectors.
 - Programmed robust mission logic and encounter sequencing via Hammer's I/O system, scripting custom triggers, interactive gates, and tactical Combine AI spawns to match original pacing.
 - Engineered dynamic cover layouts by scripting a crane-released cargo event that physically altered arena geometry, crushing enemies and evolving tactical options across combat waves.
 - Constructed vertical, multi-tiered combat spaces across a multi-floor office and a hazardous depot, balancing sightlines and resource placement (health/suit chargers) for progressive difficulty.

More About Me



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