

# BOWEN WANG

<https://en.bowen.wang>

Technical Designer / Level Designer

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## EDUCATION

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### New York University

B.F.A. in Game Design, double Major in Computer Science

NYU Dean's List

Overall GPA: 3.80

*September 2022 - Present*

## WORKING EXPERIENCE

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### Lightspeed Studios, Tencent Games

*Level Designer Intern*

June 2023 - August 2023

*Hangzhou, China*

- Participated in an AAA open-world project, responsible for designing Level 2 POIs; created white boxes, puzzles, narratives, and quests for POIs and followed up until the end of third-party meetings.
- Used Unreal Engine 5 for building POI grey-boxes (200\*200 m) and implemented puzzles with Blueprints.
- Contributed to designing universal puzzles, world quests, and player movement planning.
- Developed preliminary metrics documentation for overall level design.

### Scrollden Game, Room B Interactive

*Game Engineer, Technical Designer*

April 2023 - Present

*New York, NY*

- Participated in the development of "Scrollden", a 3D city-building and myth-themed game project with a team of 10, serving as a programmer and technical designer, responsible for designing and implementing systems in Unity.
- Developed systems for building, character AI, and resource processing; created tools for resources configurations.
- Established development and tool standards, used agile development for rapid prototyping in the pipeline, and iterated prototypes into the game.

## PROJECTS EXPERIENCE

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### Minecraft Plugin "GptNPC," leveraging natural language models

*Designer, Developer*

February 2023 - March 2023

*New York, NY*

- Designed and developed a language model AI prototype application for games, GptNPC, based on GPT-3.5, davinci-003, and langchain.
- Created scenes in Minecraft, enabling dynamic AI-generated interactions with NPC for chatting, resource trading, quest handling, and accessing an in-game knowledge base. The dynamic content generation is influenced by the environment, NPCs, and player states.
- Participated in GDC 2023 with New York University, demonstrated the application of AI models in gaming and their potential for cross-engine portability at a time when large language models were gaining widespread attention.

## SKILLS & TECHNICAL STRENGTHS

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### Game Engine

Unity 2/3D/URP, VR Development, Unreal Engine (Blueprint), GameMaker Studio 2

### Development

Java, C#, Lua (MoonSharp), Web Development (HTML, JavaScript, CSS, Node.js, MySQL)

### Art & Design

Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Blender

### Languages

Chinese (native), English (proficient, second language), Japanese (basic)

## AWARDS

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2023 PICO XR Dev Jam North America Region 9/120th

GDC 2023 AI Project Exhibits at New York State Booth