Ziwen Song

Level Designer, Games User Researcher

M.Sc. in Games Research and User Experience
at University of Skövde

Skills

Languages

English (Professional)

Chinese (Native)

Game Development Related

Hammer++ (Level Editors for Valve Games)

Unity

C# (For Unity)

Unreal Engine 5 (Greyboxing and Visual Scripting)

Game Maker

Adobe Family (Ps, Ai, Id, Pr)

Figma

Yet To Be Related

Physics

Writing Sci-fi

Photography

Cooking

Contact

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About

Hello. I'm Ziwen Song. I also go by Michael. I just finished my master's study in Games User Experience (GUX) at the University of Skövde. Meanwhile, I'm digging into the craft of level design and preparing to start a professional career in it with the complementary knowledge and experience of user research gained through the Master's program. My favorite genres are RPG and FPS. Favorite games: Divinity Original Sin 2 and Bioshock.

Work Experience

2022.9-2023.2 — Level Design Intern at modl.ai
- Made two levels with Unity to showcase the capability of the auto-testing bots developed by modl.ai for marketing purposes

2020.9-2021.1 — UX Research Intern/QA Intern at Green Tile Digital
- QA Bug hunting and compiling
- Researching the onboarding experience for the studio's first game Strobophagia. Responsibile for research design, recruiting, and test moderation as well as data compiling, analyzing, and presenting

2018.8-2020.2 — PR and community management for oversea markets at Dotoyou Games
- Managing social media platforms (Twitter, Facebook)
- Organizing marketing campaigns (Reddit)
- English Localization for the game Incredible Mandy

2016.5-2017.10 — PR and Community Management for the indie game Signal Decay
- Managing social media platforms (Twitter, Facebook)
- Managing relationships with game presses for press exposure of Signal Decay
- Showcasing Signal Decay at multiple game events (Signal Decay was showcased at PAX West 2017 in Indie MEGABOOTH, Busan Indie Connect 2017, and numerous game events in China)

Education

2022-2023 — Exchange at Royal Danish Academy
Master's program in Visual Game and Media Design

2020-2023 — M.Sc. in Games Research and User Experience
University of Skövde

2012-2016 — Attended Geophysics master's program
Nanjing University

2008-2012 — B.Eng. in Applied Physics
East China University of Science and Technology