

# MARIE LEUNG

Technical Game Designer

marieleung.com ♦ linkedin.com/in/marie-leung ♦ marieleung8@gmail.com ♦ +1 908 656 0069 ♦ Pittsburgh, PA

---

## SKILLS

Unity C#, Unreal

Gameplay Prototyping

Playtesting

Data Analysis

Blender, Maya

---

## WORK EXPERIENCE

### Dragon's Den Ropes Course

January – July 2024

Technical Game Designer

Pittsburgh, PA

- Deployed AR games on our client's ropes course to attract visitors and enable new investment sources.
- Designed intuitive mechanics and AR visuals that maintained player engagement for over 15 minutes per minigame.
- Performed on-site testing and iterated weekly to reduce development time and potential errors by 20%.

### Center for Transformational Play

May 2023 – May 2024

Technical Game Designer

Pittsburgh, PA

- Pitched game mechanics suitable for AI agent training in a collaboration with AI researchers.
- Wrote systems documentation for engineers and efficiently achieved MVP ahead of our collaboration schedule.

### Building Virtual Worlds at Carnegie Mellon

August - December 2023

Design Teaching Assistant

Pittsburgh, PA

- Created a hands-on workshop for physical prototyping with a 93% retention rate. Twice as fun as others in the program!
  - Playtested over 100 games and mentored 76 students in intuitive design and rapid prototyping.
  - Troubleshooted XR and custom hardware setups to ensure efficient, smooth demonstrations to industry professionals.
- 

## RELEVANT PROJECTS

### Snapdragon Fusion AR Demo Title

June 2023

Level Designer

Pittsburgh, PA

- Shipped an AR glasses game to Snapdragon, presented at their AWE XR 2023 keynote and conference booth.
- Arranged props in layout to create perspective-based co-op puzzles and show spatial continuity with verticality.

### Overcoming Social Anxiety with Mixed Reality

October 2022 - May 2023

Game Designer

Pittsburgh, PA

- Pitched a social simulation to help young adults overcome social anxiety with the Quest Pro.
- Balanced gameplay and functionality using playtest results from over 30 medical professionals and target users.
- Published a postmortem in the Well Played AR/VR journal: <https://press.etc.cmu.edu/journals/well-played-vol-12-no2>

### Tabletop RPG Campaign, Based on *The Last of Us*

August - December 2023

Level Designer

Pittsburgh, PA

- Designed co-op encounter sequences based on real world, correctly scaled locations with Chaosium's BRP system.
  - Maintained consistency between four writers by populating maps with similar interactable furnishings and item pickups.
- 

## EDUCATION

### Carnegie Mellon University

Pittsburgh, PA

Master's in Entertainment Technology

May 2024

BS in Decision Science, Minor in Game Design

December 2021

## INVOLVEMENT

- Games For Change Conference Speaker, "XR Brain Jam Winners Showcase"

August 2023