

IRENE LEUNG

UX/UI | Level Designer

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EXPERIENCE

UX Designer

Mar 2025 - Apr 2025

Flutter - Academic Project

- Designed and prototyped a 3D First-Person experience in Unity that convey through motion-driven gameplay.
- Conducted 10+ playtests and gathered user feedback to refine pacing, flow, and controls.
- Enhanced player movement by utilizing camera movement, visual effects, sound effects, and events that increased player satisfaction by 90%.
- Programmed day-night cycles and seasonal changes to create a sense of time, progression, and atmosphere.

UX/UI & Level Designer

May 2024 - Aug 2024

Escape the Ruins - Solo Project

- Designed UI elements for a 2D top-down puzzle game, enhancing user experience through clear and engaging visual design.
- Developed level layouts and puzzle mechanics, improving player challenge and progression through iterative playtesting and feedback
- Created wireframes, prototypes, 3 user personas, and refined gameplay using playtest feedback from 26 users.
- Integrated signifiers using visual cues, animations, and sound effects to guide player interactions.

UX/UI & Level Designer

Sep 2023 - Apr 2024

Astro Odyssey - Academic Project

- Collaborated with a team of 8 and reiterated on user experience through iterative testing, built a prototype in Unity, and translated it into a final prototype in a custom engine.
- Designed rooms in Tiled, contributing to the overall level layout and gameplay experience of the game.
- Drafted 3+ wireframes in Figma for user testing, and effectively communicate design concepts to the programmers, and guided implementation into a custom engine.

SKILLS & TOOLS

- Wireframing & Prototyping
- UX Design | UI Design
- Interaction Design
- Level Design
- User Research & Testing
- Critical Thinking & Problem-Solving
- Adaptability
- Multidisciplinary Collaboration
- Communication
- Level Blockouts

EDUCATION

DigiPen Institute of Technology | Bachelors of Art in Game Design

Expected Graduation: Apr 2026