


YILIQI (ALEXI) KHAI

GAME/LEVEL DESIGNER

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 [Alexi Khai | LinkedIn](#)

WORK EXPERIENCE

Game Designer & Programmer / Wero Creative

Unity | Contract Part-time | SEP 2023 — JUL 2024

Collaborated with an external client to develop multiple educational simulation games tailored for university classroom settings.

- Collaboratively **designed** and **implemented** various **gameplay features**, including ecology simulation, procedural world generation, and tutorial section.
- **Iterated** on existing gameplay features while **maintaining, optimizing, and debugging** the codebase for seamless integration.
- Successfully **ported** the game to various platforms while optimizing the user experience by refining the **3Cs (Character, Controls, Camera)** and the **UI**.
- **Reported** development progress and **aligned** with the Lead Game Designer and education specialists in weekly meetings, ensuring that features met both creative and educational goals.

ACADEMIC PROJECT EXPERIENCE

Game & Level Designer / Always Snacking Studio

Unity | Full-time | MAY 2023 — AUG 2023

Developed an online asymmetrical PVP real-time strategy game as a capstone project.

- **Designed** and **iteratively refined** the level and gameplay systems, leveraging playtesting data and rigorous feedback analysis to optimize gameplay **balance** and **flow**.
- **Championed** the creation of **level design concepts** and a **pipeline** that strongly supported the creative vision while enabling rapid iteration.
- Defined **gameplay metrics** and created a **metrics gym** to ensure the level optimally supports character movement and abilities.
- Owned the **entire production cycle** of the game's map, from initial concept through production to final art pass.
- Drafted and maintained **Game & level design document**, meticulously reflecting the latest design changes.

EDUCATION

Sheridan College

Game Level Design

Post Graduate Certificate
SEP 2022 - OCT 2023

George Brown College

Game Programming

Advanced Diploma
JAN 2020 - APR 2022

CERTIFICATE

CGMA | Computer Graphics Master Academy

Level Design for Games

Certificate of Completion
MAY 2023 - JULY 2023

SKILLS

Game Design
Level Design
Prototyping
Gameplay Programming
Visual Scripting
Design Documentation
Team Communication

TOOLS

Unreal Engine | Unity Engine
C++ | C# | Unreal Blueprint
Photoshop | Illustrator
Autodesk Maya | Blender
Substance Painter
Git | Perforce | Plastic SCM
Trello | HacknPlan