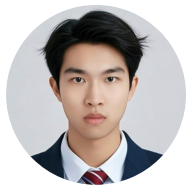


CHENXI LI

Narrative/System Designer

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ABOUT ME

A game design student focusing on narrative design, skilled in world-building and character design. Independently created three original IPs and dozens of character cards. Interned as a narrative designer at Tencent TiMi Studio, contributing to character storytelling on a live commercial title(Delta Force). Throughout school, led multiple game projects as both narrative and system designer, with hands-on experience shipping playable games in Unreal Engine.

WORK EXPERIENCE

Narrative Designer | Tencent TiMi Studio | Shenzhen | May 2025 - Aug 2025

Joined TiMi J3 Studio as a narrative design intern on Delta Force, contributing to character storytelling and world-building. Led narrative design for Operator #14 "Vlinder", including backstory, character profile, and in-game text. The operator's trailer launched in January 2026. Contributed to the anniversary event narrative, writing approximately 60 in-universe blog posts across 12 operators; the event video surpassed 500K views. Also consolidated the game's timeline, mapping relationships between factions, characters, and story events into a structured internal reference document for the team. Over the internship, delivered 30+ narrative documents and wrote backstories for 10+ operator skins.

EDUCATION

Bachelor, Digipen Institute of Technology, Seattle | 2026

Top 5 game design school. Participated in multiple game projects and specializes in narrative design, level design, system design, and user experience design.

SKILLS

- Writing
- Unreal Engine
- Unity
- C#
- Stable Diffusion
- PhotoShop
- AI Tools
- Video Editing
- Website Development
- UX Design (Figma)

GAME PROJECTS

Heirloom | Producer, Narrative/System Design, Lead Programmer | Unreal Engine 5 | **Dec 2025 - Present**

- Built a multi-layer level streaming system separating the "real world" and "inner world," enabling seamless spatial transitions as the core gameplay mechanic.
- Designed a director system and camera capture pipeline to drive narrative delivery without relying on cutscenes.
- Eliminated hard references across the codebase using Blueprint Interface architecture(BPI), keeping all systems modular and independently extensible.
- Sole developer — responsible for all design, implementation, and narrative, grounding the project in an original IP built over three years.

Little Red Riding Hood | Producer, Level/System Design, Lead Programmer | Unreal Engine (Fortnite) | **Sep 2025 - Dec 2025**

- Designed three distinct gameplay loops with level design documents and flow maps, each mechanically differentiated to reflect a different story chapter.
- Directed and implemented multiple voiced cutscenes, integrating them as transitions between gameplay chapters.
- Developed solo in UEFN, handling all level design, scripting, and production.

Out of Frame | Narrative/System Design, Lead Programmer | Unreal Engine 5 | **Jan 2025 - May 2025**

- Designed the core system and mechanics: enemies are only visible through the camera lens, creating sustained tension between visibility and movement.
- Built a trigger-based dialogue system and camera-embedded UI to deliver narrative cues without breaking immersion.
- Implemented post-processing effects (lens distortion, noise, camera shake) to reinforce the handheld camera feel inside the level.

To Be Dismantled | Narrative/Level Design, Lead Programmer | Unreal Engine 5 | **Feb 2024 - Dec 2024**

- Designed a mechanic where repairing the ship permanently removes a player's ability, making narrative loss felt through the controller.
- Dynamically modified player input parameters at runtime to reflect the robot's state across the playthrough
- Replaced text-based guidance with environmental cues (lighting, silhouettes, obstacle layout), maintaining navigability as controls broke down.

AetherCorp | Narrative/Art Design, Market Research | Unity | **Dec 2022 - May 2023**

- Designed three boss encounters with distinct mechanics, structuring difficulty escalation across the full arc of the game
- Applied a strict color language (white/blue vs. red/black) to ensure immediate faction readability in fast-paced combat
- Produced all 2D art assets and iterated on boss mechanics through multiple rounds of playtesting

NARRATIVE WORKS

Kindred | Urban Fantasy/Mystery | **Jan 2023 - Present**

Original IP centered on the GIA, a covert agency that hunts and contains demons and supernatural anomalies worldwide. Built a complete world timeline from ancient mythology to the present, with a structured supernatural taxonomy and the "Kindred" (demon-bonded humans) system at its core. Twelve core character cards with full profiles and visual designs. Sole author of all lore, characters, and storyline.

The Gate Eden | Western Fantasy | **Dec 2016 - Dec 2019**

Original western fantasy world combining D&D mechanics with Warhammer-style apocalyptic lore. Shares a timeline with *Eden: Android*. Sole author of all lore, characters, and storyline.

Eden: Android | Sci-Fi/Space | **Jan 2020 - Dec 2022**

Original sci-fi world inspired by Warhammer 40K and Star Wars, built around Tang Dynasty(Chinese) culture as its civilizational core. Sole author of all lore, characters, and storyline.