ALLY GUO

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EDUCATION

University of Southern California, Los Angeles, CA, USC Games   June 2025
Bachelor of Science in Computer Science Games | Minor in East Asian Languages and Cultures | GPA: 3.93/4.0
Coursework: Game Design and Production, Advanced Games Project (AGP), Game Programming in Unreal, Game Prototyping

WORK EXPERIENCE

Blizzard Entertainment, Diablo IV: Unannounced, Encounter Design Intern   May 2024 – Aug 2024
Monster/Combat Design: Designed and implemented a complete, playable 3-phased boss fight with proprietary tools
- **Text-based Scripting and AI Design**: Scripted 10 complex monster powers using Lua, visually communicated danger zones and implicit narrative with existing vfx, sfx, and animations, and implemented AI states to define boss behavior
- **Cross-Team Collaboration**: Collaborated with an animation intern to make 3 custom poses and 1 animation, iterating based on cross-discipline feedback to create bespoke content and enhance player experience
- **Iterative Design**: Brainstormed, prototyped, playtested, and iterated upon monster powers and fight progression with team, continuously improving upon monster design, combat mechanics, balance, and fight clarity
- **Design Documents**: Wrote a detailed 4 page design document, easing the transfer of project ownership at end of internship

Blizzard Entertainment, Diablo IV: Vessel of Hatred, Dungeon Design Intern   May 2023 – Aug 2023
Dungeon/Level Design: Created procedurally generated dungeon levels, quests, and events using proprietary tools, developing 2 new minor dungeons for the Vessel of Hatred expansion
- **Visual Scripting**: Designed 2 dungeon layouts and quest sequences using a visual node-based tool
- **Text-based Scripting and Activity Design:** Scripted dungeon objectives and events in Lua, increasing encounter and combat variety in dungeons
- **Cross-Team Collaboration**: Prototyped and iterated upon a new mechanic received from the Activity Design team, assessing playtest feedback to brainstorm, test, and tune solutions while remaining true to the design specs and vision
- **Greyboxing**: Greyboxed a new boss room and integrated it into a minor dungeon, increasing level variety

PROJECTS

Myth of Lumi, Game Designer   June 2024 – Present
Unity 3D, Perforce | Physics-based, Turf war, Turn-based combat, Monster-collecting | 4-person design team
- Designed and iterated upon turf war systems and mechanics, card throwing feel and controls, and monster skills, creating the experience of combat as performance and allowing the player to feel like a magician performing tricks
- Led development of enemy AI behavior, designing unique enemy playstyles and player counterplay for 3 battles
- Oversaw cross-discipline feature team meetings, wrote and maintained feature documentation, and ran, analyzed, and presented playtest data and bug reports, facilitating communication and driving feedback-based cross-discipline iteration

Mantle, Game Designer   May 2024 – Present
Unity 2D | Minigame-based combat, Narrative-driven | 4-person design team
- Brainstormed and iterated upon 9 minigames, including gameplay, UI, and narrative elements, for an emotion-based combat system, creating a sense of choice and consequence within puzzle-based combat sequences

Free Will, Engineer   Aug 2023 – May 2024
Unity 2D, C#, Perforce | Meta-narrative, Puzzle, RPG | 8-person engineering team
- Conceptualized and implemented a dynamic, reusable battle system structure, allowing for the quick, adaptable development of player actions, characters and enemies, dialogue, sprites, animations, audio, puzzle integration, cutscenes, and UI

Quiet is the Eyes, Lead Game Designer, Lead Engineer, Lead Narrative Designer   Jan 2023 – Dec 2023
Unity 2D, C#, Perforce | Side-scroller, Puzzle, Horror | 2-person development team
- Designed and programmed 3 prototypes to explore and improve upon hiding, heartbeat, and monster mechanics
- Implemented and iterated upon monster behavior and warnings, puzzles, hiding mechanics, quick time events, dialogue system, and cutscenes, developing gameplay that causes the player to alternate between feeling apprehension and calm
- Developed narrative and wrote dialogue, enhancing the tension of the gameplay by adding narrative mystery

SKILLS

Technical: Unity, Unreal Engine 5 (including Blueprint), C++, C#, Lua, Perforce, Git, Visual Studio, Maya
Game Design: Visual and text-based scripting, Paper and in-engine prototyping, Greyboxing, Behavior AI
Languages: English (native), Mandarin Chinese (fluent), Japanese (intermediate)