

Siyuan Xu

Gameplay & Combat Designer | London, United Kingdom

xusy1211@gmail.com | [Playable games](#)

PROFILE

MA Games Design student at UAL working in Unity, with completed team projects in action combat, procedural survival and puzzle design. I connect movement, combat rules and player feedback, then use testing to refine encounters and onboarding.

SELECTED PROJECTS

Hollow of the Clock | [Playable](#) | [Video](#)

Director & Lead Designer - Gameplay, Combat & Level Design

Nine-person student team | Unity 6.2 / Corgi Engine | Jul-Dec 2025

- Reduced scope by removing shooting and focusing combat on grappling towards enemies for close-range kills. Our nine-person team delivered a complete playable flow before the deadline.
- Led the final Unity rebuild using Corgi Engine, specifying and integrating grappling, kill recovery, dash charging, style ranks and adaptive music through an AI-assisted workflow.
- Built the tutorial and main level; testing with approximately six players informed changes to enemy placement, early combat pressure and safe learning spaces.

Graviturn | [Playable](#) | [Video](#)

Final Level Integration, Sound & VFX

Three-person coursework team | Unity 6 / 2D URP | Jan-Jun 2026

- Connected existing rooms and systems into the final playable route, removed repetitive puzzles and repaired backtracking failures. The initial systems and rooms were created by teammate Kun Lin.
- Defined a box respawn rule that preserves return routes within the current session, then verified the integrated implementation through death, reset and return traversal.

Outside the Blue | [Playable](#) | [Video](#)

Game Design & Direction / Gameplay Implementation

Collaborative team project | Unity 2022.3

- Designed the salvage, crafting and ship-repair loop, linking progression to traversal tools and limited oxygen and propulsion resources.
- Defined physics-driven navigation and interactions around inertia, grappling and recoil, with credited collaboration across programming, system design, level design and UI.

PUBLISHED MODS

Wrote design specifications for quality-of-life mods for Quasimorph, with AI-assisted production: CentralManagement and ItemTracker.

[CentralManagement](#) | [ItemTracker](#)

EDUCATION

MA Games Design | Expected completion: November 2026

London College of Communication, University of the Arts London

SKILLS AND WORKFLOW

Gameplay and combat design | Progression and resource systems | Level flow and onboarding | Playtesting | Encounter iteration | Adaptive audio | Visual feedback | Unity | Corgi Engine integration | Gameplay prototyping | Debugging and tuning

For my Unity projects, I specify rules and feedback, use AI tools to assist code implementation, then integrate, test, debug and tune the results.