

## EXPERIENCE

### *Half-Real Playground*

#### Leading Podcaster/Concept Designer

New York, NY; Shenzhen, China

July 2023 - Present

- Founded a video game podcast with five people.
- Co-hosted three episodes and led discussions on narrative and aesthetic experiences in *The Last of Us 2*, cyberpunk in video games, and gender performativity in gaming.
- Organized and documented more than four online meetings; structured podcast recording sessions by writing detailed outlines using Feishu and Figma.
- Designed the logo and concept art with Procreate and Adobe Photoshop.

### *Perfect World Co., Ltd.*

#### Production Assistant Intern

Beijing, China

June 2023 - August 2023

- Developed a storyboard for a promotional video using Excel and Procreate; collaborated in group brainstorming sessions.
- Researched and experimented with AI music using Mubert, generating and categorizing over 500 songs by genre.

## SELECTED WORKS

### *Untangled*

#### Game Designer/Narrative Designer/Visual Designer

November 2024

- Collaborated on a four-week proof-of-concept project for a visual novel. Led group brainstorming sessions to outline narrative elements, develop character arcs, and write in-game dialogue.
- Designed game flow documentation and visualized player experience using Figma and Canva.
- Served as the primary designer, coordinating with programmers and artists to align design goals and ensure seamless collaboration using Trello.

### *Archive Fever*

#### Game Designer/Visual Designer/Programmer

September 2024

- Designed and developed a one-week experimental prototype in Unity focused on digital archives and the nature of memory.
- Created mixed-media visuals using old family photos and internet archives in Photoshop and Procreate, curating themes such as human intimacy, natural history, and catastrophe.

### *the flower monster ate my mother*

#### Game Designer/Visual Designer/Programmer/Musical Score

2023

- Designed and solo developed a 2D horror game using GameMaker for for the 2023 Scream Jam.
- Designed and created art for characters and various scenes using Procreate and Pixaki.
- Created a short collage film for one of the game endings using Procreate, Photoshop, and Premiere Pro; composed four original soundtracks with GarageBand.
- Achieved the 4th place in the Story Criteria and the 23rd in Enjoyment (Best Game) out of 496 entries.

### *Advanced Animal*

#### Director/Art Director/Editor/Screenwriter

2020-2021

- Created, directed and edited a short dystopian film with Adobe Premiere Pro; created the storyboard with SAI 2.
- Recruited a team of cast, camera people, and assistants, led and organized the crew in the 3-day shooting.
- Selected as a 2021 Indie Short Fest Semi-Finalist.

## EDUCATION

New York University, New York, NY

### BFA in Game Design, Class of 2026

- Minor in Creative Writing and Comparative Literature.
- GPA: 3.85; Dean's List 2022 – Present.
- Relevant Coursework: *Intermediate Game Development, Intermediate Game Design, Intermediate Fiction Workshop, Creative Writing Studio, Comparative Literature, Translation Theory, Intro to Game Studies*

## SKILLS

- **Languages:** English, Mandarin Chinese
- **Tools:** Unity/C#, GameMake/GML, Twine, Github, Adobe Xd, Adobe Photoshop, Adobe Premiere Pro, DaVinci Resolve, Figma, Adobe Creative Suite, Procreate, Maya, GarageBand
- **Soft Skills:** Writing, Communication, Project Management, Visual Design, Brainstorming, Prototyping, Video Editing