



Enthusiastic about participating in design of game mechanics and systems of a variety of genres. Skilled in implementing game contents with perspectives of both game design and programming. Committed to optimizing and polishing game features and systems. Flexible to adapt to new engines, tools and pipelines. Self-motivated and an independent problem solver.

Experience

Court Vision (Sports-tech App) | Unity | **Lead Game Developer, Associate Producer**

Mar 2024 – current

- Led the client-side team in planning tasks, resolving challenges, reviewing code, and merging functionalities on a regular basis.
- Developed core app features in Unity, including Drawing, Spline Auto-correction System, Command Detection System, Sequence and Tree Structure Data Management, UI System, and File Save System, based on requirements from design, UI, and backend teams.
- Summarized team progress and created production plans for future sprints, providing suggestions to improve production efficiency.
- Contributed to technical staff recruitment and supported the internship training on technical pipelines and version control systems.

Shattered Legacy (Adventure Puzzle) | UE5 | **Producer, Lead Game Developer**

Sep 2022 – Jun 2023

- Managed a team of 20 developers in collaboration from pre-production, production to publishing over 8 months.
- Designed reusable items, prefabs and gameplay kit for level designers to utilize in creating levels.
- Lent support to level designer from tutorial to progressively more challenging difficulty by introducing item usages and connections.
- Oversaw discussions with level designers in balancing difficulty by introducing various challenge themes.
- Employed data management towards grid-based board tools, allowing other members to edit board size, terrain, customize item properties, and manipulate items using coordinate snap and brush functions.
- Lent help to the team in miscellaneous features, including by not limited to level area unlock in map, game UI, save slots, signature level mode, game settings, runtime level initialization, level count for time and step, and interactive audio systems.

Gold Miner (Rogue-like Casual) | Proprietary Tool | **Technical Game Designer**

May – Aug 2021

- Researched on in-market games in terms of downloads and gameplays and conceptualized new game ideas based on the research.
- Prototyped games with in-house editor from game ideas to playable levels. Created gameplays in Lua and Implemented UI in XML.

Personal Projects

Frank Actions (Third-Person Action) | UE5 | **Technical Game Designer**

Sep – Dec 2023

- Created a combo attack system for Dual, Spear, and Assassin character classes with combinations of normal and charge attacks.
- Implemented diverse attack styles for each character class, including variations in attack speed, hit range, and combo specialties.
- Implemented assistive actions such as Evade, Multiple Jumps, Guard with 8-way motion, 4-way Guard Evade, Target Lock system.
- Implemented Long-press Charging with time dilations. Short, Medium, or Long charging triggers different attack sequences.

Waves of Heroes (RPG Database) | Godot | **Technical Game Designer**

Aug – Sep 2023

- Created a character database with over 200 characters and 10+ properties. Enabled data loading in both editor and runtime.
- Utilized GUI to make a character gallery for displaying character information in types of number, string, image, and animation.

Education

Savannah College of Art and Design | Interactive Design & Game Development, M. F. A.

Sep 2019 – Aug 2023

Jilin University | Industrial Design Engineering, M. Eng

Sep 2016 – Jun 2019

Awards

Shattered Legacy | Showcased in GDC 2023, SIGGRAPH 2023

Wandelion | Global Game Jam at SCAD - Best Art 2023

Remember | Global Game Jam at SCAD - Best Art 2021

Remini | Global Game Jam at SCAD - Best Theme 2020

Skills

Game Engines: Unreal, Unity, Godot, Proprietary Tools

Languages: Unreal Blueprint, C#, C++, JavaScript, Lua

System Experience: Third-Person Action, Tactics, Turn-based, Grid-based, Puzzle, Shooter