

HUIMING SHI

New Jersey, Jersey City, 07302 ♦ (+1)646-249-2052 ♦ ashleyshi59@gmail.com

EDUCATION

New York University - Bachelor of Arts - Game Design (GPA: 3.84 / 4.0) *Sep, 2022 – May, 2026*

WORK EXPERIENCE

NetEase Games, Guangzhou, China

Content Designer Intern

July, 2023 - August, 2023

- Design 6+ immersive tabletop mini-games and pitch them by using PowerPoint presentations and design documents, with 3+ of the mini-games being in the development phase.
- Write comprehensive game design planning documents, encompassing flowcharts, program modules, art requisites, and specifications for interactive effects involving sound, light, and electricity.
- Analyze and break down the mechanisms and framework of 3+ tabletop games using Figma, identifying potential issues and suggesting necessary modifications.

XING JIA Science and Technology Company, Guangzhou, China

Game Designer Intern

July, 2022 – August, 2022

- Participated in the development of the S1 project *The Strongest Master*, focusing on designing the battle pass system and synthesizing props and items for harvesting and shooting mechanics.
- Learned to skillfully write design documents and spreadsheets by analyzing game frameworks using flowcharts.
- Participated in multiple play testing for the games; contributing valuable ideas and suggestions to enhance the game mechanics in alignment with the market trends and player preferences.

PROJECT EXPERIENCE

Sliverjay Studio | Game Level Designer & 3D Artist

April, 2022 – Current

- Collaborating with team of 3, creating a 3D puzzle solving game project – *Re:live*.
- Designing new themes and multiple game mechanics as well as game levels.
- Made a two-player action puzzle game – *Entangled* within 48h, winning "The best Overall" prize in the 2023 Global Game Jam.

Lament of Swan | Project Manager, Game Designer, 2D Artist

October, 2023 – Current

- Collaborating in a team of 9, creating a 2D side-scroller horror game with a puzzle-solving element.
- Leading the weekly meetings, ensuring adequate progress, and creating puzzle design, and environmental art.
- Submitted a demo to *Scream Jam 2023*, ranking #6 out of 496 submissions in the Aesthetic category.

Project Zhou | Project Manager & 2D Artist

April, 2023 – Current

- Developing a 2D platform puzzle game with a team of 4, which including horror and creepy tale elements.
- Keep track with projects progress as well as designing the scenery objects and NPCs.

The House | Game Designer & 2D Artist

November, 2022

- Collaborated with a team of 5 to create a narrative puzzle tabletop game with horror elements. Inspired by the article "*The House Taken Over*".
- Design the game mechanics, puzzles, and card illustrations through Photoshop and Figma.

Ludum Dare Game Jam | 2D Artist

October, 2023

- Cooperated in a team of 9, creating a dystopian, cyberpunk block-fitting puzzle game – *Capsuled*, within 72h.
- Ranked #4 out of 2,165 submitted entries in the Graphics category.

SKILLS

Microsoft office, Blender, Maya, Unity, Procreate, Html, CSS, Figma, Trello, Affinity photo, Affinity designer, Adobe Photoshop, Adobe illustrator