

SIHAO CHEN

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PUBLISHED GAMES

“Exp10sion”, A puzzle platformer Indie Game (Release on Steam in December 2023) October 2022 until now

Level Designer, Programmer and Pixel artist

- Designed all the levels in Chapter 3, 4 and part of the levels in Chapter 1-2 and Challenge levels. Also programmed part of special mechanism functions and their interaction with player character.
- Drawn Some of the UI pixel art and mechanism pixel art.
- Steam link: <https://store.steampowered.com/app/2618850/Exp10sion/>

INDUSTRY EXPERIENCE

Arknights, Hypergryph

July 2024 – Sept 2024

Level Designer

- Designed a series of unreleased levels, including “Paradox Simulation” and “Story Collection”.
- Participated in testing and verification of some character and level design.

GAME PROJECTS

“Project Kwijibo”

June 2024 till now

Producer, System Designer and Programmer

- A turn-based roguelike game based on real-time joystick gesture detection.

“Golden Retriever”

June 2023

Combat Designer and Programmer

- A survivor-like Top-down action game. Designed and programmed all the enemy (including Combat System).

“Counter-Strike Workshop Competitive Map – Glassy Roof”

Feb 2023

Level Designer

- A competitive CS level. Added some novel design in specific parts of the map.

“Sleep!”

May 2024

System Designer

- A strategy game like the game “REIGN”. Designed the main Interactable System.

“Breeze”

Feb 2023 till now

System Designer

- A gamified white noise app. Designed a virtual world and system for the sound design.

GAME RESEARCH & PUBLICATION

Scented Days: A Scent-Based Persuasive Narrative Game – Accepted by CHI Play Interactivity

Jan 2024

Pixel Artist & Hardware Engineer: Made all the pixel art of the game and participated in making the smell device.

SKILLS

Game Development Software: Unity, SFML, UE, Godot, LOVE2D; **Art:** Pixel Art (Aseprite) | Chinese Traditional Calligraphy and Painting; **Other Computer Skills:** Programming (R, Python, C++, C#, MATLAB) | Machine Learning (Classification, Regression, Graphical Model) | Basic Website Development;

EDUCATION

University of California, Santa Cruz

Sept. 2023 – (Estimate graduate time: March 2025)

Games & Playable Media Program

Zhejiang University - University of Edinburgh Institute (ZJU-UoE Institute)

Sept. 2018 – 2022

Dual-degree Program: B.S.E. in Biomedical Science from Zhejiang University and the University of Edinburgh