

# SIHAO CHEN

1000 Kiely Blvd, Apt76, Santa Clara, California, U.S.A. ZIP: 95051  
cn: +86-15088916919 / us: +1(408)646-0228  
schen455@ucsc.edu/pc4499520@gmail.com  
[https://psalms77.github.io/SihaoChen\\_Portfolio/](https://psalms77.github.io/SihaoChen_Portfolio/)

## PUBLISHED GAMES

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**“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

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**Arknights, Hypergryph**

July 2024 – Sept 2024

*Level Designer*

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

## GAME PROJECTS

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**“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

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**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

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**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

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**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*