

Yu Chenhaoran

 ElectricArc |  Yu Chenhaoran |  Yuchenhaoran@outlook.com |  +86 180 1085 5935

WORK EXPERIENCE

May 2024 - Present

Founder of Prelude Games

- Spearheaded the company's vision and product strategy. Actively pitched and communicated the company and project's vision to secure co-founders and early-stage investment, building trust and maintaining relationships with a network of potential stakeholders.
- Built and nurtured a cohesive, cross-functional team from the ground up. Fostered a positive, bottom-up, and high-transparency work environment that empowered team members and maintained strong alignment with long-term goals.
- Collaborated with leadership to establish and maintain milestones, budgeting, and planning. Ensured high visibility of project status, strategy, and goals for the core team and future stakeholders. Proactively identified and eliminated friction, obstacles, and potential risks to support the team and partners.
- Drove the translation of the high-level vision into a demonstrable prototype. Guided the team through rapid, iterative prototyping of both the game and the company. Identified and mentored potential management talent, rapidly elevating team capability and autonomy.
- Took charge of writing or reviewing key project documentation, including the BP, GDD, SDDs (System Design Documents), LDDs, Narrative Settings, Art Bibles, TDDs, and Project Planning.

Feb 2023 - Jul 2023

Lead Designer in Hunan Nuoxiyou Technology Co. Ltd.

- Owned the product strategy and design direction for multiple UGC titles, and fully directed and shipped three major products with 1M+ units sold in total.
- Leveraged live data and user feedback to define a two major-version iterative roadmap that enhanced user satisfaction and reactivated product life cycles.
- Optimized the cross-disciplinary workflow and resource planning, reducing the feature development cycle to under two months without compromising quality.
- Architected complex progression and combat systems designed to provide exciting game experiences, which resulted in consistently high user ratings.
- Took charge of drafting key project documentation, including the Game Proposal, SDDs, Level and Item Design Documents, and Character Design Documents.

EDUCATION

2023 - 2024 Diploma (Game Design) at **Shanghai Vancouver Film School**

(GPA: 3.30/4.0)

2018 - 2023 Bachelor's Degree at **Nanchang Institute of Technology**

(GPA: 2.59/4.0)

SKILLS

Development	UC++, Unreal4&5 , C#, Unity, Java, Python, SketchUp, GoDot, Lua, Maya
Design	Gameplay Design , System Design, Level Design, Battle Design, Worldview Design, Script Writting, Character Design
Soft Skills	Passionate, Precise, Leadership&Management, Empathy, Critical-Thinking

CREATIVE PROJECTS

CODE:FR

As a **Producer** leading and pushing the project for Prelude Games. This is a 3D ARPG.

Judgement!

Stealth Developing

The **Solo Creator** of entire project. This is a board game focus on observe and inference.

Easy Localization & Internationalization Tool

[Link to Published Page](#)

Polishing

The **Solo Creator** of entire project. This plugin aims to spare user from the torture of the Unreal Engine embedded complex localization configuration process, helping designers quickly set up a localization structure and providing localization solutions for projects with user-friendly and feature-complete blueprint nodes.

CGCS/WGS Batch Converter

[Link to Demo](#)

The **Solo Creator** of entire project. This tool aims to help Geographers/Architects to convert all CGCS2000 or WGS84 data rapid into another in just one click.

All Story

Stealth Developing

As a **Design Consultant** joining and pushing the project. This project is an AI powered electronic TRPG game.

Illegal Assembly

[Link to Demo](#)

As a **Lead Designer** and **Lead Programmer** joining and pushing the entire project. This project is an isometric 3D automation game built in Unreal Engine 5, where players strategically place structures, manage pipelines, and install modules to automate production of escalating recipe complexity within constrained spatial layouts.

VR Goldfish Catching

[Link to Demo](#)

As a **Designer** and **Lead Programmer** joining and pushing the entire project. This project is a first-person goldfish scooping game developed in Unity with Oculus VR integration.

ChanShiYeShiGuan

[Link to Published Page](#)

As a **Programmer** joining and pushing the entire project. This project is an isometric 2D RPG game developed in Unity, featuring player-driven adventures, character progression, and world exploration within a fixed world to uncover its mysteries.

The MountainSea

[Link to Demo](#)

As a **Designer** and **Lead Programmer** joining and pushing the entire project. This project is a 2D action game where you play as a warrior sent to defeat the spiritual enemies. Switch between 2 modes (melee and ranged) to deal damage and defeat your enemies.

Horror Isle

[Link to Published Page](#)

As a **lead designer** joining and pushing the entire project for Hunan Nuoxiyou Technology Co. Ltd. . This project based on minecraft, this mod offer player to explore, survive, eliminate enemies and bosses, and uncover hidden mysteries across eight diverse islands.

Nuclear Survival

[Link to Published Page](#)

As a **lead designer** joining and pushing the entire project for Hunan Nuoxiyou Technology Co. Ltd. . This project based on minecraft, this mod offer player to explore, survive, eliminate enemies, build their shelter in a post-apocalyptic wasteland.

Lightning Hero

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As a **lead designer** joining and pushing the entire project for Hunan Nuoxiyou Technology Co. Ltd. . This project based on minecraft, this mod allow players to transform into lightning hero after crafting a set of equipment, they can use five skills to experience the thrill of super speed.

Overwatch in minecraft

[Link to Published Page](#)

As a **lead designer** joining and pushing the entire project for Hunan Nuoxiyou Technology Co. Ltd. . This project have include a serial of DLC mods and will not list below. This project based on minecraft, this mod allow players to use characters from Overwatch to engage in 6v6 battles on fixed maps.

CONTINUED CREATIVE PROJECTS

Slime

[Link to Trailer](#)

As a **gameplay designer** joining and pushing the entire project. This project is a 3D+2D platform jumping action game developed by Slime Studio for a game jam. Players utilize limited mucus resources to cross layers of obstacles through multiple jumps and sprints, and explore hidden levels.

Jiajiang Real Estate Registration Information Management Platform Confidential Project

As a **Full Stack Developer** joining the entire project. Developed and maintained a web-based real estate registration information management system for the Jiajiang Real Estate Registration Bureau, tracking usage and operation of the system.