

- January 2022, *Scroll of Life*, Game Design Document. Position: designer/writer. A design document of a first perspective 3D single player adventure game in Virtual Reality format. Motivation from near death experience and regrets in life.
- May 2022, *Before Lost*, an indie game. Position: Designer/programmer. " Amateur Created Finalist" in the Gee! Award contest. Created for senioryear group project, University of Wisconsin, Madison, Wisconsin. <https://epikoni.itch.io/before-lost>
- August 2022, *Underground Princess*, an indie game. Position: Designer/programmer/artist. A single player 3D room escape game about a story: a brave female nurse rescues an imprisoned schoolgirl. Created for junior-year project, University of Wisconsin, Madison, Wisconsin. <https://epikoni.itch.io/underground-princess>
Download the game zip and unzip it, run Underground Princess.exe on Windows.
- December 2021, *Nine Traditional Chinses Landmarks*, 3D modeling collection. Position: 3D artist. Low poly style models of famous buildings in China and plan to use in Scroll of Life.
- May 2022, *Shaders in Blender*, graphic shaders collection. Position: artist. Different shading effects including 2D art style and traditional Chinese ink style.