

Kaiwen Fan

kfan16@ucsc.edu ♦ (831) 419-7659 ♦ [LINKEDIN URL](#) ♦ [Portfolio URL](#)

EDUCATION

University of California Santa Cruz, Santa Cruz, CA
Bachelor of Art & Design: Games + Playable Media (B.A.)

September 2023 – Present
Expected Graduation June 2026

GPA: 3.67/4.0, **Dean's List:** 2 Quarters

Relevant Coursework: Game Design, Character Creation in Games, 2D Animation, Computer Programming for the Arts , UI/UX Prototyping, TTRPG Design, Digital Media Studio, Statistics

EXPERIENCE

UCSC Admissions Office, Santa Cruz, CA

August 2023 – September 2024

International Student Ambassador & Content Creator

- Produced 10+ official promotional videos reaching 5,000+ prospective students across Chinese social media platforms.
- Directed, filmed, and edited short digital content highlighting student life, academic resources, and campus culture.
- Hosted Q&A sessions and cultural events, supporting prospective international students in adapting to campus life.

PROJECTS

Interactive Fiction *Echoes Beyond the Gate*, Santa Cruz, CA

September 2025

Game Designer

- Built a branching interactive fiction using conditional logic, state tracking, and multi-ending narrative structure.

Ren'Py Narrative Game *The Pack*, Santa Cruz, CA

September 2025 – November 2025

Systems Designer & Writer & Programmer

- Co-designed character abilities, environmental storytelling, and multi-Tiles narrative progression for team pipeline production.
- Implemented 1/3 of the game's Rumpy scripting code, supporting character abilities, narrative triggers, and in-game system logic.

GDevelop Prototype *I Am a Butterfly*, Santa Cruz, CA

November 2025

Game Designer

- Implemented mechanics and event logic for fruit/mood scoring, metamorphosis progression, and audio-driven feedback.

Ren'Py RPG *Too Much on Your Plate*, Santa Cruz, CA

April 2024 – June 2024

Mechanic & Narrative Designer

- Designed a text-input narrative mechanic that parses player-written responses for keywords to trigger conditional branching outcomes.
- Co-wrote world-building, branching romance routes, and dialogue pacing integrated with Ren'Py story systems.

TTRPG *Sweetoria: Sugar & Secrets*, Santa Cruz, CA

June 2025

Game Designer

- Designed a hidden-role TTRPG system with oracle mechanics, custom illustrations, and balanced gameplay refined through playtests.

Web Interaction Experiments (HTML/CSS/JS), Santa Cruz, CA

September 2025 - present

Series of browser-based prototypes exploring mouse-tracking, click interactions, animations, and DOM event systems.

3D Character Model, Santa Cruz, CA

2025

2D Animation Projects, Santa Cruz, CA

2025

ACTIVITIES & HONORS

- **UCSC International Student Ambassador & Content Creator**

August 2023 – September 2024

- **Human Resources & Secretary** of Chinese Students & Scholars Association(CSSA), UCSC

September 2024 – June 2025

SKILLS

- **Art & Design:** Prototype Design, Scripting, Mechanic Design, 3D Modeling, 2D Animation/Rendering
- **Programming:** Python, Javascript, HTML/CSS
- **Languages:** English (Fluent), Chinese (Native)