

# Kaiwen Fan

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## 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

<b>Interactive Fiction</b> <i>Echoes Beyond the Gate</i> , Santa Cruz, CA	September 2025
<i>Game Designer</i>	
<ul style="list-style-type: none"><li>Built a branching interactive fiction using conditional logic, state tracking, and multi-ending narrative structure.</li></ul>	
<b>Ren'Py Narrative Game</b> <i>The Pack</i> , Santa Cruz, CA	September 2025 – November 2025
<i>Systems Designer &amp; Writer &amp; Programmer</i>	
<ul style="list-style-type: none"><li>Co-designed character abilities, environmental storytelling, and multi-Tiles narrative progression for team pipeline production.</li><li>Implemented 1/3 of the game's RAMPY scripting code, supporting character abilities, narrative triggers, and in-game system logic.</li></ul>	
<b>Godot 3D Two-player exploration game</b> <i>BugShroom</i> , Santa Cruz, CA	September 2025 – November 2025
<i>UI Designer &amp; Cover Designer</i>	
<ul style="list-style-type: none"><li>Designed in-game UI elements and the final game cover, establishing the project's visual identity and supporting clear player feedback through iterative team collaboration.</li></ul>	
<b>Ren'Py RPG</b> <i>Too Much on Your Plate</i> , Santa Cruz, CA	April 2024 – June 2024
<i>Mechanic &amp; Narrative Designer</i>	
<ul style="list-style-type: none"><li>Designed a text-input narrative mechanic that parses player-written responses for keywords to trigger conditional branching outcomes.</li><li>Co-wrote world-building, branching romance routes, and dialogue pacing integrated with Ren'Py story systems.</li></ul>	
<b>TTRPG</b> <i>Sweetoria: Sugar &amp; Secrets</i> , Santa Cruz, CA	June 2025
<i>Game Designer</i>	
<ul style="list-style-type: none"><li>Designed a hidden-role TTRPG system with oracle mechanics, custom illustrations, and balanced gameplay refined through playtests.</li></ul>	
<b>Web Interaction Experiments (HTML/CSS/JS)</b> , Santa Cruz, CA	September 2025 - present
Series of browser-based prototypes exploring mouse-tracking, click interactions, animations, and DOM event systems.	
<b>3D Character Model</b> , Santa Cruz, CA	2025
<b>2D Animation Projects</b> , 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)