

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.

Godot 3D Two-player exploration game *BugShroom*, Santa Cruz, CA September 2025 – November 2025
UI Designer & Cover Designer

- 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.

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)