

# LINGYAN JIANG

GAME DESIGNER / ARTIST

+

<https://lynntrassh.myportfolio.com/>  
[lynntrassh@gmail.com](mailto:lynntrassh@gmail.com)

SKILLS	EXPERIENCE
<p><u>Design</u></p> <ul style="list-style-type: none"><li>+ Developing art directions, design research and solutions in mechanics, visuals, and narrative of game design;</li><li>+ Basic 2D and 3D animation design of games;</li><li>+ Basic graphic design in book binding and user interface;</li><li>+ Basic concept art design for games and animations.</li></ul> <p><u>Technical</u></p> <ul style="list-style-type: none"><li>+ Professional in Photoshop;</li><li>+ Basic Maya 2020, Unity 3D, Illustrator, InDesign, Animator, Audition, and Premiere;</li><li>+ Intro Level JavaScript and C# in Processing and Unity;</li><li>+ Technical drawing, laser cutting, and 3D printing.</li></ul> <p><u>Fine Arts</u></p> <ul style="list-style-type: none"><li>+ Drawing, painting, sewing, soldering, waving, and carpentry.</li></ul>	<p><u>Group Project</u></p> <ul style="list-style-type: none"><li>+ The Unknown Ever Going Train. 2020.2 <i>Producer, Lead Mechanic Designer;</i> <i>A Unity 3D simulator game which players act as an engine driver, who's figuring paths of live.</i></li><li>+ See You In The Next. 2019.5 <i>Lead Mechanic Designer and Programmer;</i> <i>A Unity 2D narrative and puzzle game.</i></li><li>+ Vampire Journey. 2019.5 <i>Lead Mechanic and Art Designer;</i> <i>A Unity 2D strategy game. Players act as a vampire, pass the level through resource management and solving puzzles.</i></li></ul> <p><u>Individual Projects</u></p> <ul style="list-style-type: none"><li>+ Crush. 2019.10 <i>A Unity 3D story-telling walking-sim.</i> <i>Players play as a girl who suffers from bad-parenting.</i></li><li>+ Reach Out A Little? 2019.8 <i>A Unity 2D girls' bathroom theme Whac-A-Mole game.</i></li><li>+ Azure <i>A Unity 2D Game; catching trash from ocean; promotes the idea of saving the environment.</i></li></ul>
EDUCATION	WORK EXPERIENCE
<p><u>New York University</u></p> <p>Bachelor of Fine Arts, Game Design, 2018- Present.</p> <p><u>Parsons School of Design</u></p> <p>Bachelor of Fine Arts, Design and Technology, 2017-2018.</p>	<ul style="list-style-type: none"><li>+ Fei Fan Xiang. Gamification design. 2020.6 Design basic structure and rules for a series of coding courses. Make the courses more appealing and game-like to children from 6-18.</li></ul>

# 蒋凌嫣

游戏 / 美术

+

<https://lynntrassh.myportfolio.com>

[lynntrassh@gmail.com](mailto:lynntrassh@gmail.com)

技能	作品经历
<p><b>设计</b></p> <ul style="list-style-type: none"><li>+ 按照需求, 以游戏机制、美术、叙事的自治性及统一性为目标, 为游戏项目制作整体的方向调研以及开发方案</li><li>+ 2D / 3D 美术</li><li>+ 用户界面设计</li><li>+ 基本的动画/游戏的概念设计</li></ul> <p><b>技术</b></p> <ul style="list-style-type: none"><li>+ 熟练掌握 Photoshop;</li><li>+ 基本掌握 Maya 2020, Unity 3D, Illustrator, InDesign, Animator, Audition, and Premiere;</li><li>+ 基础的 JavaScript , C#, 及 Unity 开发;</li></ul> <p><b>团队</b></p> <ul style="list-style-type: none"><li>+ 了解游戏的开发流程, 熟悉各部门对接内容, 灵活制定时间表、规划开发任务</li></ul>	<p><b>团队项目</b></p> <ul style="list-style-type: none"><li>+ The Unknown Ever Going Train. 2020.2 - 现在 制作人, 机制策划 Unity 3D 模拟游戏, 玩家扮演一个即将选择自己人生道路的火车工程师</li><li>+ See You In The Next. 2019.5 机制策划 Unity 2D 带有叙事要素的解密逃脱游戏</li><li>+ Vampire Journey. 2019.5 机制策划、美术 Unity 2D 策略游戏. 玩家是一个吸血鬼, 每天夜里需要杀死一个 NPC 来存活, 玩家需要通过解密、合理的资源管理来通关游戏;</li></ul> <p><b>个人项目</b> (游戏开发、编程练习作品)</p> <ul style="list-style-type: none"><li>+ Crush. 2019.10 Unity 3D 步行模拟器</li><li>+ Reach Out A Little? 2019.8 Unity 2D 女厕所主题的打地鼠游戏</li><li>+ Azure Unity 2D 黄金矿工游戏; 在大海里捡海洋垃圾</li></ul>
教育背景	工作经历
<p><b>纽约大学</b></p> <p>艺术学士学位, 游戏设计, 2018 - 现在.</p> <p><b>帕森斯设计学院</b></p> <p>艺术学士学位, 设计与科技, 2017-2018.</p>	<ul style="list-style-type: none"><li>+ 飞凡象编程. 游戏化设计. 2020.6 在团队中为一系列少儿编程课制作基本的游戏框架和规则、以及线上线下协作的教育模式, 用融入游戏的教育模式增加该编程教育机构的用户粘性</li></ul>