

# LINGYAN JIANG

GAME DESIGNER/ ARTIST

+

<https://lyntrassh.github.io/>

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SKILLS	EXPERIENCE
<p><u>Design</u></p> <p>+ Developing art directions, design research and solutions in mechanics, visuals, and narrative of game design;</p> <p>+ Basic 2D and 3D animation design of games;</p> <p>+ Basic graphic design in book binding and user interface;</p> <p>+ Basic concept art design for games and animations.</p> <p><u>Technical</u></p> <p>+ Professional in Photoshop;</p> <p>+ Basic Maya 2020, Unity 3D, Illustrator, InDesign, Animator, Audition, and Primiere;</p> <p>+ Basic Html, Css, JavaScript, and C#, and Unity development;</p> <p>+ Technical drawing, laser cutting, and 3D printing.</p> <p><u>Fine Arts</u></p> <p>+ Drawing, painting, sewing, soldering, waving, and carpentry.</p>	<p><u>Group Project</u></p> <p>+ Reincarnation. 2020.9 - present <i>Producer, Lead Mechanic Designer; A Unity 2D simulator game which players act as an custom officer of the afterlife. Player's job is to sort souls into the right division.</i></p> <p>+ See You In The Next. 2019.5 <i>Lead Mechanic Designer and Programmer; A Unity 2D narrative and puzzle game.</i></p> <p>+ Vampire Journey. 2019.5 <i>Lead Mechanic and Art Designer; A Unity 2D strategy game. Players act as a vampire, pass the level through resource management and solving puzzles.</i></p> <p><u>Individual Projects</u></p> <p>+ Crush. 2019.10 <i>A Unity 3D story-telling walking-sim. Players play as a girl who suffers from bad-parenting.</i></p> <p>+ Reach Out A Little? 2019.8 <i>A Unity 2D girls' bathroom theme Whac-A-Mole game.</i></p> <p>+ Azure <i>A Unity 2D Game; catching trash from ocean; promotes the idea of saving the environment.</i></p>
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>	<p>+ 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.</p>

# 蒋凌嫣

游戏 / 美术

+

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<u>技能</u>	<u>项目经历</u>
<u>设计</u>  + 按照需求，以游戏机制、美术、叙事的自洽性及统一性为目标，为游戏项目制作整体的方向调研以及开发方案 + 2D / 3D 美术、动画 + 用户界面设计 + 概念设计	<u>团队项目</u>  + Reincarnation. 2020.9 - 现在 制作人，机制策划； Unity 2D 游戏；玩家是一个冥府的海关人员，负责灵魂的轮回，随着游戏的推进，玩家也将找回自己前世的记忆。  + See You In The Next. 2019.5 机制策划；程序 Unity 2D 叙事向解谜游戏，玩家被困在一个房间里，试图出去。
<u>技术</u>  + 程序： Photoshop, Maya, Unity, Animator , Primiere, Substance Painter;  + 语言： Html, CSS, JavaScript, C#, 日语	+ Vampire Journey. 2019.5 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、合理的资源分配来通关游戏
<u>团队</u>  + 了解游戏的开发流程，熟悉各部门的对接工作，能灵活制定时间表、规划开发任务	<u>个人项目（游戏开发、编程练习作品）</u>  + Crush. 2019.10 Unity 3D 步行模拟器  + Reach Out A Little? 2019.8 Unity 2D 女厕所主题打地鼠游戏  + Crush. 2018 Unity 2D 海洋主题黄金矿工游戏
<u>教育经历</u>  + 纽约大学 艺术学士学位，游戏设计， 2018 - 现在  + 帕森斯设计学院 艺术学士学位，设计与科技， 2017-2018.	<u>工作经历</u>  + 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方案，用融入游戏的教学模式增加该编程教育机构的用户粘性