



# Aris Lyu

## Game Designer

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### Professional Experience

#### Junior Game Designer, Fun-gi Games

11/2023 – 02/2024

Los Angeles

- Designed gameplay and UX solutions to achieve goals of **monetization** and **engagement** by studying and applying successful game practices.
- Researched and used data to find issues and support live operation of a mobile casual simulation game, focusing on **high-priority retention improvements**.
- Balanced in-game pricing through research and **data analysis**, optimizing player engagement.
- Analyzed player feedback, translating insights into actionable design improvements using **wireframing**, **spreadsheet management**, and clear **documentation**.
- Collaborated** with production and QA, and implemented feedback into design from peer reviews, playtesting, and internal review sessions.

#### Game Design Intern, NEKCOM

03/2023 – 09/2023

Hybrid

- Collaborated on designing and implementing gameplay mechanics and visuals.
- Focused on ensuring accessibility and creating nostalgic elements to resonate with the target audience.

#### Unity Instructor, iD Tech

06/2022 – 08/2022

Remote

- Instructed children aged 12-19 in game design fundamentals, focusing on creating 2D/3D platformers.
- Developed and delivered online lessons with personalized instruction.

#### Technical Artist Intern, Tencent

07/2020 – 08/2020

Shenzhen, China

- Developed custom Houdini Digital Assets to extend the capabilities of existing nodes in Houdini, and enhance the procedural environment creation.
- Integrated HDAs into the UE workflow to optimize production processes.

### Personal Projects

#### The Moment | Game Designer, Programmer,

01/2023 – 06/2023

Story-based Puzzle, UE5 (Team size: 4) ☑

- Implemented dynamic dialogue systems, engaging player interactions, and audio integration using Blueprint in UE5.
- Developed eye-catching stylized shaders, post-processing effects, and visuals for characters, texts, cutscenes, and the environment.
- Created intuitive UI layout and animations to enhance the game experience.

#### The Gallery Mystery | Game Designer, Programmer,

03/2022 – 05/2022

Detective Game, Unity (Team size: 4) ☑

- Designed and constructed the game's framework, overseeing programming for player inventory, UI, graphics, and audio.
- Collaborated with designers and artists for extensive game testing, utilizing tools like Trello API and Excel for bug reports and rapid iteration.

### Skills

**Unreal Engine, Unity** (Developed completed games and prototypes), **Production** (Asana, Jira),

**Programming** (Unity C#, Python, HTML/CSS/JS), **Data Visualization** (Tealblue, SQL),

**UI/UX** (Figma, Axure, Adobe Photoshop, Illustration, InDesign),

**3D Art** (Realtime VFX, Modeling with Maya, Houdini, Blender)

### Education

**New York University**, Game Design MFA

2021 – 2023

**Zhejiang University**, Digital Media BEng

2017 – 2021