Aris Lyu Game Designer

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Profile

As a game designer with a diverse background in Art and Programming, I wish to connect the perception and insights of life through games and explore game design along with art and techniques.

Professional Experience

07/2020 – 08/2020
Shenzhen, China

Technical Artist Intern, *Tencent*
- Creating HDA to extend the feature of the original VolumeMix node in Houdini by integrating multiple calculations and applying them to create procedural environments.
- Creating assets with Houdini with UE4 work pipeline.

06/2022 – 08/2022

Unity Instructor, *iD Tech*
- Taught children ages 12-19 game design basics by making 2D/3D platformers.
- Reviewed curriculum, prepared lesson plans for online teaching, and delivered individualized instruction.

09/2022 – 12/2022

Graduate Teaching Assistant, *New York University*

Projects

03/2022 – 05/2022

The Gallery Mystery | Game Designer, Game Programmer, *Detective Game, Unity*
- Researched the game genre and developed multiple prototypes to determine the type of gameplay.
- Designed and constructed the game architecture. Programmed many aspects of the game, including a player inventory, interface, graphics, and sound.
- Oversaw the testing of the game with other designers and artists to improve the quality of the game. Collected bug information with Trello API and Excel for rapid iteration.

11/2021 – 12/2021

Twenty-Fourteen | Game Designer, Game Programmer, *Narrative Game, Unity*
- Designed the gameplay and develop a simulation game based on a derivative 1984 concept set in Oceania。
- Implemented and test the file management system as core game mechanics. Transform UI interactions and gameplay logic from ideas into reality.
- Designed and sketched layout of prototype and created part of pixel aesthetic.

Education

Game Design MFA, *New York University*
2021 – present

Digital Media BEng, *Zhejiang University*

Skills

Unreal (Blueprint) | **Unity** (C#)

Visual Effects (Unreal Cascade, Niagara, Unity VFX Graph)

3D Art (Maya, Houdini, Blender)

Programming (C++, Python, HTML/CSS/JS)

UI/UX (Photoshop, Illustration, InDesign, Axure)