

## EDUCATION

### The Chinese University of Hong Kong, Shenzhen, School of Data Science

2016 – 2021

*Bachelor of Engineering, Computer Science and Engineering*

- 2021 Dean's list candidate.
- Awarded a merit-based scholarship of half tuition fees for undergraduate study.

2021

## WORK EXPERIENCE

### Tencent Games, Lightspeed & Quantum Studios Group, Shenzhen

Oct 2019 - Jan 2020

*Narrative Designer & Writer Intern*

- Wrote and scripted 50 main questline quests in *QQ Free Fantasy Mobile*.
- Wrote the outline for a *Game for Peace* official animation series project.
- Researched and presented the world-building techniques of competing battle-royale games.

### Indienova (Indie Game Media), Beijing

Nov 2022 - Present

*Freelancer Writer*

- Providing quality review on hidden-gem indie games, focusing on mechanics and narrative design.
- Writing technical tutorials on Unity3D game development.

### Game Localization Freelancing (Fiverr)

June 2022 - Present

*Translator*

- Fully localized *Nordicandia* and *Super Snipp* from English to Chinese.
- Averaged 5 stars with great customer review.

## PERSONAL PROJECTS

### *Cloak (First person stealth & narrative game)*

Aug 2022 - Present

- Solo Project – Designed and implemented cloaking mechanics. Designed and art-passed all levels. Created low-poly assets with custom materials. Programmed most mechanics from scratch. Designed a narrative that utilizes editing through gameplay.

### *Shock (Clicker game on a countdown), Ludum Dare 51*

Oct 2022

- Solo Project – Designed and implemented the countdown mechanic that flipped the clicker game genre's core gameplay. Designed a narrative with 2 unique endings.
- Reception: Theme: 83<sup>rd</sup>, Mood: 40<sup>th</sup> in 1703 jam entries.

### *Hexahedral Squasher (Turn-based dice combat game), GMTK Game Jam 2022*

Jul 2022

- Designer, artist, programmer – Designed and implemented the dice combat mechanic and damage patterns. Created title art, board texture, lighting and color-limiting shading.
- Reception: Creativity: 766<sup>th</sup> in 6111 entries.

### *Campfire (Short stylized narrative game), Ludum Dare 50*

Mar 2022

- Solo Project – Wrote a heart-warming script about a mother-daughter relationship. Designed and implemented all mechanics. Incorporated the Yarn Spinner library. Implemented a pixelating shader.
- Reception: Graphics: 131<sup>st</sup>, Mood: 42<sup>nd</sup> in 1922 jam entries.

### *Slug Attack (Puzzle platformer focus on AI manipulation), Ludum Dare 46*

2020

- Designer, artist – Designed the core game mechanic and levels. Created a pixelated tile set and various 2D animations.

## SKILLS

- **Software:** Unity3D, Visual Studio, Blender, Adobe Photoshop, Adobe Premiere, Microsoft Office
- **Design:** Specialize in first-person level design and white-boxing, narrative design, game design, UI design
- **Programming Languages:** C#, C++
- **Art:** 3D modeling, texturing, animating, lighting, pixel art
- **Other:** Game localization, creative writing

## ADDITIONAL INFORMATION & INTERESTS

- Proficient in creative writing. Published sci-fi short story on the Chinese magazine *Science Fiction World*. Taught hobbyist creative writing lessons and held workshops in 2019.
- Avid immersive sim enjoyer. Dream of developing a metroidvania Dishonored game. General first-person game enthusiast. Constantly on treasure hunts for indie games, movies, music and literature.