

Shion Lovelace

(248) 252-6097 • lovelace.shion@gmail.com • linkedin.com/in/shionlovelace/

SKILLS & ACTIVITIES

Japanese – Read, Write, Speak, Listen

Intermediate Level – Figma, Photoshop, Unity, HTML5, CSS, Python, Capcut, Illustrator, Word, Slides, Excel
Collaboration, Problem Solving, Communication, Leadership, Creativity, Research

National Honor Society (NHS) Member

Competitive Esports Player

MSU IM League Soccer Player

50+ Community Service hours

RELEVANT EXPERIENCE

Group Board Game Design Project, East Lansing, MI

Sept. 2024 – Nov. 2024

Team Member/Project Manager

- Designed and developed an original board game concept, Haunted
- Authored the rulebook and an instruction manual to explain game mechanics and elements for players
- Documented ideas and design progress to ensure the team is on the right track
- Managed team roles to confirm tasks were completed on time
- Developed a presentation and a game trailer to showcase the final product

Makka Studios: Miska Mania, West Bloomfield, MI

Aug. 2024 – October. 2024

Game Tester

- Playtested the beta version of Miska Mania, analyzing its gameplay mechanics and functionality
- Identified and listed bugs and areas for improvement, and presented them to improve the overall game

TechSmith: UX/UI Client Project on Snagit, East Lansing, MI

Mar. 2023 – May. 2023

Team Member

- Collaborated with a team of 4 to improve the user experience for our client (TechSmith) on the software Snagit
- Examined the needs of our clients to improve issues on Snagit by conducting research and using design methods to help ensure customer satisfaction
- Showcased the practical application of heuristic markup, kano model, and pie chart, leading to the development of a mockup website to present clients with different ideas and viewpoints
- Analyzed existing customer reviews to find the pros and cons of the product

EDUCATION

Michigan State University (MSU), College of Communication Arts and Sciences, East Lansing, MI May 2026

Bachelor of Arts, Games and Interactive Media (Major)

Minor in Japanese

- Major GPA: 4.00/4.00; Cumulative GPA: 3.90/4.00
- Selected in the MSU Dean's List for 4 Semesters

Game Design/Development - Working on designing a variety of games from digital to non-digital, also having experience in 2D/3D. Examples include platformer games to tabletop games developing them on Unity and TableTopia.

User Interface and Experience Design - Using software like Figma and Photoshop to develop user-friendly interfaces not just in games, but also for websites to increase usability for all users.

Web Design - Developed my own Portfolio from scratch using HTML and CSS.

Coding - Using multiple coding languages to understand how programming works, as well as the concept and principles.

Japanese School of Detroit, Novi, MI

Apr. 2010 – Mar. 2022