Shion Lovelace Portfolio

I’m Shion Lovelace, a game designer/developer currently at Michigan State University focusing on delivering unforgettable experiences that entertain players and bring a smile to the game industry.

Although I lack experience, I am confident in working in the game design/development industry. With past and ongoing experience in the field, I specialize in producing new ideas, creating immersive gameplay mechanics, designing user interfaces and experiences, and providing solutions to what makes a game unique. Using tools such as Unity and Figma, I can create an experience where everybody can enjoy. My goal is to play a role in the game design/development industry by understanding our players and collaborating with other professionals whether working on indie projects or AAA games.

Personas

1. Game Company Hirer/Recruiter
2. Project Manager
3. Yuji Horii

Comps

1. ArtStation
2. Other Game Dev Students at MSU

Website Homepage
Click "About" Tab → Flies to "About" screen page
Read about me → Introduction of myself and what I do (background)

Click "Projects" Tab → Flies to "project" page
click on projects I've done → Able to look at past projects.

Click "Resume" tab → Flies to "Resume" page
click on to my resume → Review Resume

Click "contact Me" tab → Flies to "contact Me" page
sees few options.

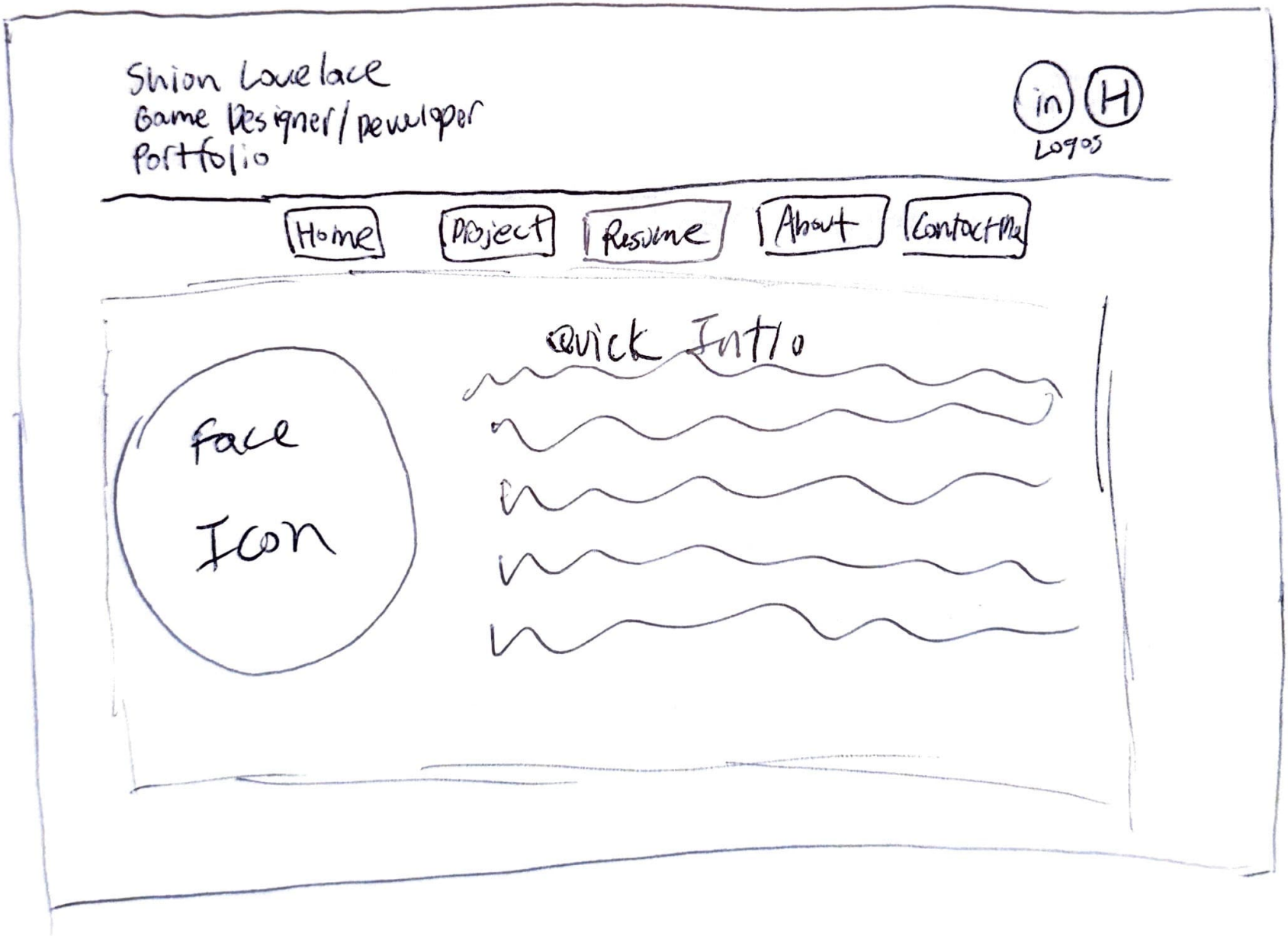
My Email
Able to send me email

Contact form
can send messages directly on website.

Contact Me

Click "Home" tab
↓
Flies back to my website Homepage / dashboard.

Wireframe


Shion Lovelace
Game Designer/Developer
Portfolio
in
H
Logos
Home
Project
Resume
About
Contact Me
Face
Icon
Quick Intro

Shion Lovelace

Game Designer/Developer

Hello there, and welcome to my portfolio! My name is Shion Lovelace, a student at Michigan State University studying Games and Interactive Media.

My goal is to deliver unforgettable experiences that entertain players and bring a smile to the game industry.

Please check out my information from the menu tab located at the top of this page.

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