



# Er Yan Ying, Shannon

Game designer with strong skills in gameplay systems, mechanics, and player experiences. Proficient in transforming design ideas into clear documentation and interactive prototypes using Unity and scripting tools. Passionate about creating games with meaningful player experiences.



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## Educational Background

### Bachelor of Arts - BA, User Experience & Game Design

DigiPen Institute of Technology - Singapore Institute of Technology (SIT)  
2024 - Current

- Gained understanding on conceiving and iteration process of games.

### Diploma in Game Development & Technology

Nanyang Polytechnic  
Apr 2020 - Mar 2023

- Built my foundation in coding and understanding how games are created.

## Work Experience

### Freelance, Ren'Py Game Designer/Developer

Sep 2025 - Current

- Works with an indie game creator on an established visual novel game
- Designed and implemented new gameplay features while maintaining narrative and system consistency
- Identified and resolved bugs that impede player satisfaction.
- Overhauling of certain game systems for optimization

### Intern, FallenCranberry Studios

Jun 2024 - Aug 2024

- Entrusted by employer with the opportunity to undertake the lead developer role of the alpha version of Lover's Enigma, formerly known as Koibito No Nazo.
- Collaborated closely in a tight-knit team to achieve beyond of my tasks.
- Successfully bridged the gap between artists and programmers.

### Intern, Nanyang Technological University WKWSCI

Mar 2022 - May 2022

- Contributed to the design and implementation of a VR interface system.
- Assisted in planning and facilitating playtesting sessions.
- Observed player interaction and usability in immersive environments.
- Assisted lead programmer with bug testing to improve VR experiment model.

## Projects

- My projects are listed in my [portfolio](#).
- Link: <https://shannonerportfolio.my.canva.site>

## Skills

### Soft Skills

- Gameplay Design
- Level Design
- System Design
- Team Management
- Problem-solving
- Communication

### Coding

- Unity
- C#
- HTML/CSS/Javascript
- Ren'Py(Python)
- C++

### Software

- Trello
- Premiere Pro
- Photoshop
- Figma

### Languages

- English (Fluent)
- Mandarin (Proficient)

### Certification

- AWS Academy Graduate - AWS Academy Cloud Foundations 2022
- Edusave Good Progress Award 2022
- Edusave EAGLES Award 2019

## Additional Information

- Learnt modding for certain as a passion project