

Education

BFA in Interactive Design and Game Development

Savannah College of Art and Design
2021 - present

Skills

Software

- Unreal Engine 5
- Adobe Illustrator
- Adobe Photoshop
- Autodesk Maya
- Blender
- Figma
- Adobe Substance 3D Painter
- Adobe Dreamweaver
- Unity

TECHNICAL

- Level design & blockout, combat encounter design
- Game system design
- Intuitive UI/UX design
- Game Design
- UI/UX Design
- Playtest conducting and iteration
- 3D modeling

Achievements

SCAD Distinguished Scholarship

Dean's List

Rookie Awards

Experience

Global Game Jam - INK - 2D Platform Game in Unreal Engine 5

Team project - Game Designer & Game Programmer

Jan, 2025

Collaborated in a two-person team to develop a fully hand-drawn 2D platformer within 48 hours, independently designed and implemented 3 unique levels, 6 enemy types, save-point mechanics, and a complete gameplay experience.

- Level Design and Gameplay Flow
- Core Gameplay Systems and Save-Point Mechanics
- Rapid Prototyping and Efficient Team Collaboration

Bubono's Bumperland

Team project - Enemy Programmer & System Programmer

Sep, 2024 - May, 2025

As mechanical director of the project, I was mainly responsible for function development, style rendering and artificial intelligence integration. In the design of enemies and artificial intelligence systems, more challenging intelligent interaction mechanisms were implemented, while enhancing the player's interaction with the game world.

- AI Enemy Development
- Design Style Rendering in Game
- System Development

ShanHe - 3D RPG Game Design

Individual Project

May, 2024 - March, 2024

A martial arts-style third-person ARPG developed independently in 10 weeks and completed using UE's Blueprint. The focus is on creating a combat system that feels like it packs a punch.

- Execution System Development
- Combo System
- Hit Feedback

Terra Dotta x Scad Pro

Visual Design Leader

May, 2024 - March, 2024

Collaborated on a Terra Dotta and SCADpro partnership project, contributing visual design support throughout all project phases. Utilized Figma for prototype creation, and data visualization to align with evolving project needs. Actively facilitated cross-disciplinary teamwork, supporting efficient communication and smooth workflow.

- Supported team objectives through active participation in visual design processes.
- Delivered process book, interface designs, and data analysis using Figma.
- Enhanced cross-functional collaboration by adapting flexibly to project requirements.

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