

- July 2017, *Merger*, video game. Solo Project. A digital tower defense game featuring the relationship between quantity and quality. Available to play at <https://diaosuyidsy.github.io/#portfolioModal1>
- Apr 2017, *Passage*, video game. Solo Project. A digital puzzle game based on the inspiration of palm line collision, about how to prevent destructive collision of life. Available to play at <https://diaosuyidsy.github.io>
- Dec 2016, *Overflow*, mobile Game. Solo Project. An endless game trying to discuss the relationship between profession and versatility. Published on iOS and Android for publishing experience. Available to download for iOS at: <https://itunes.apple.com/us/app/greedy-square/id1255722310?mt=8> and android at: <https://play.google.com/store/apps/details?id=com.sd.xxoo&hl=en>
- Unfinished, *Slide.io*, online mobile Game. Solo Project. A .io racing game featuring diverse character and ability choice.
- Apr 2016, *Duot*, video game. Solo Project. A game about two avatars supporting each other to survive in a cruel world, featuring how a great partnership should be like. Available to play at <https://diaosuyidsy.github.io>
- May 2015, *Cannon Splash*, video game. Solo Project. A puzzle game featuring mechanics and commercial game system. Available to play at <https://diaosuyidsy.github.io>
- Summer 2013, *Alpaca Village*, mobile game. Position: Game Designer, Level Designer, QA. A video game made for our friend expressing happiness and joy. Detailed description at <https://diaosuyidsy.github.io>
- Sep 2016, *Trapped*, video art, 2 minutes. Solo Project. An animated digital video about a guy trapped in a 2d world. Created for video art term project, Vanderbilt University, Nashville, Tennessee. Uploaded to <https://vimeo.com/199941418> or <https://diaosuyidsy.github.io>
- Dec 2015, *Friction*, sculpture. Solo Project. A plaster sculpture addressing how people tend to polish themselves in a business environment. Created for sculpture art term project, Vanderbilt University, Nashville, Tennessee. Uploaded to <https://diaosuyidsy.github.io>
- Apr 2016, *the Second Eye*, oil painting. A painting to create a dreadful feeling using the viewer's own imagination. Created for painting art term project, Vanderbilt University, Nashville, Tennessee. Uploaded to <https://diaosuyidsy.github.io>
- Mar 2016, *Self-portrait*, oil painting. A creative self-portrait. Uploaded to <https://diaosuyidsy.github.io>