

# Hermione Khan

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<https://hermionekhan.github.io/HermioneKhanPortfolio/gamework.html>

## SUMMARY

I am a creative and detail-oriented Junior Game Designer with direct experience in design, production, and storytelling. As a producer and marketer for a game prototype, I led a multidisciplinary team and devised a user-focused marketing plan. My experience creating engaging social media content for a K-pop magazine honed my skills in crafting narratives tailored to target audiences. Proficient in Unity, Adobe Photoshop, Blender, Figma, and experience with C#, HTML, CSS, and JavaScript, I excel in iterative and collaborative design processes. My goal is to design impactful gaming experiences and contribute to immersive player journeys.

## EXPERIENCE & ACHIEVEMENTS

2024

### Content Creator at Cherry Chu Magazine

In this role, I created social media content for TikTok, Instagram and YouTube to build engagement and market the magazine with a comprehensive strategy. I worked in a collaborative team and helped to build a community on X, Bluesky and Discord. This role strengthened my skills in marketing, video editing, teamwork and production.

2023 - 2024

### Audience Favourite Award at The Interactive Media Showcase

My game prototype 'Phantom Maternal' won audience favourite award at the Interactive Media showcase at The University of York.

### Student Content Creator at The University of York

In this role, I created social media content for The University Of York to promote and market the university. This role strengthened my skills in marketing, video editing and market research.

2022 - 2023

### Social & Communications Representative for the Korean Cultural Society at The University of York

In this role, I managed the society's social channels: Instagram, Facebook, X, YouTube and TikTok, and created social media marketing strategies to build the engagement and community of +100 members. This role strengthened my skills in community management, teamwork and social media content production.

2021 - 2022

### Marketing Team Member for the Interactive Media Showcase

In this role, I collaborated in a team to create a marketing strategy for the Interactive Media Showcase. This included writing a short narrative for a virtual comic strip which was used to build engagement online for the event. This role strengthened my skills in marketing, video editing, narrative design and teamwork.

## SKILLS

- Proficient experience in **Unity Game Engine** (Environment Design, Level Design, Lighting & Post-Processing, Animation, Interaction Design, Dialogue States)
- Proficient **coding** experience (C#, Java, HTML, CSS, JavaScript)
- Proficiency in **Blender** (3D Modelling, Shader Editing, UV Mapping, Rigging and Timeline Animation)
- Proficiency in the **Adobe Creative Suite** (Photoshop, Premier Pro, Xd, Illustrator)
- Proficiency in **UI Design** (Figma, Adobe Xd)
- Experience in designing **Human-Computer Interaction** studies and data analysis (SPSS, Microsoft Excel)
- Experience **leading** a game development team and taking a product from idea to prototype

## EDUCATION

2021 - 2024

### The University of York, UK

BSc Interactive Media, First-Class Honours

2014 - 2021

### Kesteven and Sleaford High School, Lincolnshire, UK

A-Levels in Product Design (A\*), Photography (A), Geography (B) and 11 GCSEs