

Alicia Fu

Game Designer

EDUCATION

University of Southern California, USC Games - Interactive Media and Game Design, BFA

August 2023 - December 2025

Carnegie Mellon University - Information Systems

August 2022 - May 2023

SKILLS

- Game Design and Implementation
- Collaboration and Management
- English (Native), **Chinese** (Conversational)
- **Adobe Creative Suite**, Google Suite
- Clip Studio, Procreate, Figma, FireAlpaca
- Python, Ren'Py, C#, Java, Unity

EXPERIENCE

Jan 2026 - Present

Airstrafe Interactive, Game Designer Intern - Torrance, California

- Game Designer on Saleblazers, implementing and designing dialogue trees, updating old quests, creating items and prefabs
- Setdressing and cleaning up existing areas to align more with games updated story and direction, shaping terrain and texture
- Simple supplemental 3d modeling in Blender and setting up items in Unity to create static props for game areas
- Implemented and wrote voicelines for idle barks and quest NPC, as well as processed localization
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May - Aug 2025

Electronic Arts, Game Designer Intern - Redwood Shores, California

- Game Design Intern for an upcoming Plants Vs. Zombies game, working on designing new gameplay units and modernizing fan favorites from past titles
- Learning and furthering familiarity with game design workflow programs such as Confluence, Unity, JaaS, and Git

January-May 2025

Shopkeeper's Shopkeeper, Artist, Designer, Producer - Los Angeles, California

- Ideated and collaboratively produced an entire game within a school semester, as well as created all art assets and UI
- Designed and balanced 20+ original card ideas and character designs, filmed and edited [trailer](#)

January-May 2025

Smoke Break!, Marketing Artist - Los Angeles, California

- Helped brainstorm, draw, and film marketing content to be posted across 4 platforms for a USC Advanced Games Project
- Created and maintained a [website](#) with game information and advertising, leading to 1.2k downloads and 600 wishlists
- Featured in GDoCExpo, placed Second in Cinematics and First in Interactivity in the Collegiate Games Challenge

August 2024-Present

USC Esports, League of Legends Varsity Manager - Los Angeles, California

- Manager for the Varsity team of USC League of Legends, finding weekly scrims against Masters/Grandmasters players
- Communicated practice times and coordinated with other managers in case of last minute practice time changes
- Planned and hosted weekly team dinners and outings to encourage bonding and collaboration

July 2023-May 2024

Girls in Games, Outreach Manager - Los Angeles, California

- Outreach Manager on the board of Girls in Games club at USC, finding speakers who are involved in the gaming industry and planning meetings for them to share their experiences
- Working with other board members to plan events for meetings and reserving rooms and finding locations

December 2018-Present

Personal Commissions, Graphic and Video Design

- Created 100+ commissions for use on social media, including headers, panels, and informative/marketing stream graphics.
- Managed communication and payment with clients, as well as self-marketing to promote services.