

# Alicia Fu

Game Designer

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Los Angeles, California  
[LinkedIn](#)  
[Portfolio](#)

## EDUCATION

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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

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- 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

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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

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.