

AURORA HUANG

GAME DESIGNER

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 ah-0811.itch.io

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 yaoguanghuang.github.io/AH/

EDUCATION

2022/9-2026/5

School of Art Institute of Chicago

Bachelor of Fine Art, Art, Sound & Technology/Chicago, IL

*SAIC is a college with Credit/No Credit GPA policy.

Virtual Sound (Unity C# & FMOD & Reaper)

New Reality (Unity C#)

Experiential Game Lab (Unity C#)

Introduction to Games (Unity C#)

Web Art (HTML & CSS/JavaScript)

UI/UX Web Design (HTML & CSS/Adobe XD)

Graphic Design (Adobe Illustrator/Adobe Photoshop)

Typography (Adobe InDesign)

Comic (Scripting & Illustration)

EXPERIENCE

2025/6-2025/8

Game Tester

Perfect World Co./Beijing

Playtested indie games and wrote five long-form reviews (4,000+ characters), published on a game info WeChat account. Responsible for market research and competitor analysis across genres including puzzle, meta, and simulation games.

2022/11-2023/3

Graphic Designer

Yiddishland California/Remote

Design digital or ready-to-print newsletters, banners, or leaflets with **Adobe Illustrator** and **Photoshop** for events (2-3/Weeks).

PROJECTS

2025/3-2025/9
6 Month

5:03 (Independent)

Puzzle Game (yaoguanghuang.github.io/AH/PinkBox.html)

Designed and developed 10+ Digital Puzzles in various forms as well as its serving **Computational UI System** with **Unity**. Illustrated **Characters**, **Applications** and **Collective Game Objects** in **Adobe Illustrator** in Vector Art.

2024/9-2025/5
9 Month
Attended Rookies Award 2025:
Game Development

The Adventurer (Independent)

Simulation Game (yaoguanghuang.github.io/AH/TheAdventurer.html)

Designed and developed a **Game System** of **State Tuning**, **Decision Making**, **Dialogue** and **Timeslot** as well as its serving **UI System** with **Unity**. Illustrated **Characters**, **Settings** and **Game Objects** in **Procreate** in Color Comic Style.

2024/11-2024/12
5 Weeks
Course Project
Exhibited in
EXAcade 2025

Flying Towards the Daylight (Independent)

Simulation Game (ah-0811.itch.io/flying-towards-the-daylight)

Designed and developed **4 Horizontal-Scrolling Levels**, **1 Break Scene**, **Player Control** and **UI System** with **Unity**. Illustrated and animated **Characters**, **Settings** and **Game Objects** in **Procreate** and **Adobe Illustrator** in Vector Art. Sound designed and programmed in **Reaper** and **FMOD**.

2024/1-2024/8
8 Month

Infinite (Independent)

Platformer Game (yaoguanghuang.github.io/AH/Infinite.html)

Designed and developed **3 Horizontal-Scrolling Levels**, **Player Control**, **Reward** and **UI system** with **Unity**. Illustrated and animated **Characters**, **Game Objects** and **Settings** in **Pixel Art**.

AWARDS/ACTIVITIES

SAIC MERTI SCHOLARSHIP

September 2022 - May 2026

EXAcade 2025

March 14th 2025

Rookies Award 2025

June 20th 2025

Scream Jam 2025

October 16th 2025

SKILLS

GAME ENGINE

Unity

PROGRAMMING

C#

HTML & CSS

JavaScript

ADOBE

PhotoShop

Illustrator

InDesign

AfterEffect

Premiere

XD

ART

Digital Illustration & Animation

Pixel Art & Animation

Comic (B&W/Color)

SOUND

FMOD

Reaper

LANGUAGE

Mandarin

German