

AURORA HUANG

GAME DESIGNER/DEVELOPER

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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#)
Web Art (HTML & CSS/JavaScript/Web Development)
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 • 5:03 (Independent)
6 Month
Puzzle Game (yaoguanghuang.github.io/AH/PinkBox.html)
Designed and developed 10+ Digital Puzzles in various forms as well as its serving Computer UI System with Unity. Illustrated Characters, Applications and Collective Game Objects in Adobe Illustrator in Vector Art.
- 2024/9-2025/5 • The Adventurer (Independent)
9 Month
Attended Rookies Award 2025:
Game Development
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 • Flying Towards the Daylight (Independent)
5 Weeks
Course Project
Exhibited in
EXAcrade 2025
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.
- 2024/1-2024/9 • Infinite (Independent)
8 Month
Platformer (yaoguanghuang.github.io/AH/Infinite.html)
Designed and developed 3 Horizontal-Scrolling Action & Adventure 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
- EXAcrade 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