

# AURORA HUANG

## GAME DESIGNER/DEVELOPER

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ah-0811.itch.io

yaoguanguang.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 (yaoguanguang.github.io/AH/PinkBox.html)  
Designed and developed 10+ Digital **Puzzles** in various forms as well as its serving **Computerial 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 (yaoguanguang.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 (yaoguanguang.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