

AURORA HUANG

GAME DESIGNER

@ yaoguanghuang.aurora@gmail.com

ah-0811.itch.io

+1 908 481 6062

yaoguanghuang.github.io/AH/

EDUCATION

2022/9-2026/5

- School of Art Institute of Chicago | Chicago IL**
Bachelor of Fine Art in Art, Technology and Sound Practice
*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, China
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 game genres.

2022/11-2023/3

- Graphic Designer | Yiddishland California Remote (PST)**
Designed 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

- 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
EXAcrade 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 Illustration.

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

ENGINE

Unity

LANGUAGE

C#

HTML & CSS

JavaScript

ADOBE

PhotoShop

Illustrator

InDesign

AfterEffect

Premiere

XD

ART

Digital Illustration

Pixel Illustration

Vector Illustration

2D Animation

Comic (B&W/Color)

DESIGN

System Design

Level Design

UI/UX Design

Web Design