
PROFILE

Game design student at Sheridan College seeking an internship in gameplay or level design. Experience across independent and collaborative projects spanning digital games, tabletop design and interactive experiences, with contributions to gameplay mechanics, level layouts, visual development and design documentation. Uses playtesting to refine player guidance and game flow. Built independent Processing (Java) prototypes featuring animation, mouse interaction, classes, arrays, collision detection and scoring. Comfortable collaborating and presenting design ideas in English and Chinese.

EDUCATION

Sheridan College | Honours Bachelor of Game Design

In progress

Oakville, Ontario, Canada

Shanghai Hongwen High School | IB Bilingual Diploma

Sep 2023 - Jun 2025

SELECTED GAME PROJECTS

EMBER | Game Designer and Developer

2026

- Independently designed and developed a Unity survival combat game in 96 hours for GMTK Game Jam 2026.
- Built a fuel-based survival loop linking health, ability costs and progression; implemented the environment, UI and audio.

Weapon Forgers | Game Designer and Artist

Jan - Apr 2026

- Co-designed a competitive card game for 2-3 players, with weapon crafting, card effects and contested rewards.
- Created card and rulebook illustrations and a two-minute gameplay video; an instructor shared the project as a class example.

Flail Out | Game Designer, Level Designer and 2D Artist

Mar 2026

- Designed levels, contributed gameplay concepts and created 2D art for a five-person Unreal Engine sandbox game completed in four days.
- Built the environment, documented the design and created the itch.io page; demonstrated the game at a school exhibition.

Climate Action ARG | Puzzle and Narrative Design

Jan - Mar 2026

- Designed an Audacity audio puzzle with spectrogram clues and Morse code; contributed to the story outline and game flow.
 - Used playtest feedback to remove confusing clues and decoy audio, refine guidance and simplify the narrative path.
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ADDITIONAL PROJECTS

Mobile RPG Interface | UI Designer

Oct - Dec 2025

- Designed inventory and announcements screens in Figma for a four-person mobile RPG interface project.
- Helped test the prototype with 20+ students on usability tasks, including finding settings; gathered user feedback.

Janky Cardboard Top Gun Simulator | Game and Level Designer

Oct - Nov 2025

- Designed the concept, level experience and documentation for a five-day flight prototype with a cardboard controller.
 - Worked in a four-person team using Joy-Con motion input; exhibited the game at a school showcase.
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SKILLS AND TOOLS

Tools: Unreal Engine, Unity, Processing (Java), Figma, Maya, Photoshop, Audacity, Audition, Office.

Design: Gameplay, systems and level design, GDDs, UI prototyping, playtesting and 2D art.

Languages: English and Mandarin Chinese.