

HUIMING SHI

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EDUCATION

New York University

Bachelor of Arts - Game Design, Minor in Digital Art and Design

Cumulative GPA: 3.84 / 4.0 (Dean's list)

Relevant Courses: Intermediate Game Design; Intermediate Game Development; Web Design; Logic; Play and Creativity

New York, NY

Sep.2022 – May.2026

WORK EXPERIENCE

Silverjay Studio

Game Level Designer & 3D Artist

New York, NY

Apr.2022 – Current

- Collaborate with a team of 5, actively engaged in the A02 project team, contribute to the development of the yearlong 3D game project "Re:Live."
- Responsible for conceptualizing and designing new themes, creating multiple game mechanics and levels using Figma; Designing and modeling of 3D environments for in-game assets using Blender, ensuring seamless navigation and visual appeal.
- Made a two-player action puzzle game – *Entangled* with other studio members within 48h, winning "The best Overall Game" prize in the 2023 Global Game Jam.

Hello Group Inc.

Game Product Designer Intern

Hybrid

May.2024 – Current

- **Led** the design and launch of a game project for social apps *Yaahland* and *SoulChill*, targeting Middle Eastern audiences; Collaborated on two additional game projects, contributing from concept through to market release.
- Managed ongoing game community operations, designed, and implemented features like game leaderboards and time-limited voice room events, resulting in a **25% increase** in overall user retention.
- Planned, edited, and directed **10+** advertisement videos, collaborating with external vendors to align ads with project goals.

NetEase Games

Game Content Designer Intern

Guangzhou, China

Jun.2023 – Aug.2023

- Design **6+** immersive tabletop mini-games and pitch them by using PowerPoint presentations and design documents, with **3+** of the mini-games being in the development phase.
- Write comprehensive game design planning documents, encompassing flowcharts, program modules, art requisites, and specifications for interactive effects involving sound, light, and electricity.
- Analyze and break down the mechanisms and framework of 3+ tabletop games using Figma, identifying potential issues and suggesting necessary modifications.

SELECTED PROJECT

Lament of Swan | Producer/PM, Game Designer, 2D Artist

October, 2023 – Current

- **Lead** in a team of 9, creating a 2D side-scroller horror game with a puzzle-solving element.
- Leading the weekly meetings, ensuring adequate progress, and creating puzzle design, and environmental art.
- Submitted a demo to Scream Jam 2023, ranking #6 out of 496 submissions in the Aesthetic category.

AWARDS

Global Game Jam 2023 – Best Overall Game – Game Designer/2D Artist

Jan, 2023

Ludum Dare Game Jam #54 – Graphics 4 out of 2166 – 2D Artist

October, 2023

Scream Jam by itch.io – Aesthetic 6 out of 496 – Producer/Game Designer/2D Artist

October, 2023

SKILLS

Project Management: Microsoft office, Trello, GitHub, Notion

Technical Skills: Blender, Maya, Unity, C#, Game Maker studio, Html, CSS, Java Script, Procreate, Figma, Adobe Photoshop, Adobe illustrator, Adobe InDesign, Adobe After Effects, Affinity photo, Affinity designer,

Design Skills: Game Design, Level Design, UIUX design, Web Design

Spoken Languages: Chinese (native), English (proficient), Spanish (beginner)

Links: [Personal Website](#) ; [Itch.io](#) ; [LinkedIn](#)