

# HUIMING SHI

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## EDUCATION

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**New York University** - Bachelor of Arts - Game Design (GPA: 3.84 / 4.0) *Sep, 2022 – May, 2026*

## WORK EXPERIENCE

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**Sliverjay Studio, New York, NY** *April, 2022 – Current*

*Game Level Designer & 3D Artist*

- Collaborating with a team of 3, actively engaged in the A02 project team, contributing to the development of the yearlong 3D game project "Re:Live."
- Responsible for conceptualizing and designing new themes, as well as creating multiple game machines and levels using Figma.
- Responsible for designing and modeling of 3D environments for in-game assets, enhancing the immersive experience for players. Additionally, model the 3D environmental scenes utilized in the level-selection interface, ensuring seamless navigation and visual appeal.
- Made a two-player action puzzle game – *Entangled* within 48h, winning "The best Overall" prize in the 2023 Global Game Jam.

**NetEase Games, Guangzhou, China**

*Content Designer Intern*

*July, 2023 - August, 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.

**XING JIA Science and Technology Company, Guangzhou, China**

*Game Designer Intern*

*July, 2022 – August, 2022*

- Participated in the development of the S1 project *The Strongest Master*, focusing on designing the battle pass system and synthesizing props and items for harvesting and shooting mechanics.
- Learned to skillfully write design documents and spreadsheets by analyzing game frameworks using flowcharts.
- Participated in multiple play testing for the games; contributing valuable ideas and suggestions to enhance the game mechanics in alignment with the market trends and player preferences.

## PROJECT EXPERIENCE

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**Lament of Swan | Project Manager, Game Designer, 2D Artist** *October, 2023 – Current*

- Collaborating 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.

**Project Zhou | Project Manager & 2D Artist** *April, 2023 – Current*

- Developing a 2D platform puzzle game with a team of 4, which including horror and creepy tale elements.
- Keep track with projects progress as well as designing the scenery objects and NPCs.

**Ludum Dare Game Jam | 2D Artist** *October, 2023*

- Cooperated in a team of 9, creating a 2D pixel dystopian, cyberpunk block-fitting puzzle game – *Capsuled*, within 72h.
- Ranked #4 out of 2,165 submitted entries in the Graphics category.

## SKILLS

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Microsoft office, Blender, Maya, Unity, Procreate, Html, CSS, Figma, Trello, Affinity photo, Affinity designer, Adobe Photoshop, Adobe illustrator