



QIHUAN JIANG

GAME DESIGNER

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EDUCATION

ArtCenter College of Design, Pasadena, CA

2020 - Present

Bachelor of Science in Entertainment Design - Game Design Focus

Academic performance:

- Game Development 2 : Making Game Prototypes with Unity and C#.
- Game Design Challenge : Developing Game Prototypes using multiple software and platforms within time constraints (Weekly).
- Alternative Controllers : Designing games utilizing alternative controllers.
- Immersive Design : Learning how to create immersive gaming experiences for the audience.
- Game Concept Development: Conducting early research and creating a game design document for the capstone project.

PROJECT EXPERIENCE

BONE HUNTER (Project Director & Game Design Lead) Jan 2023 - Present | [VIEW MORE](#)

- Led a team of 25 in developing an ArtCenter College of Design Capstone 2D Side-scrolling Action RPG game.
- Managed the team, making task list and weekly schedule to make sure the project will be finished on time.
- Conducted early research, game pillars, gathered references, and participated in the development process.
- Designed 3 pickable characters with their combat system and game mechanics.
- Designed game's core loop, different systems and procedures.
- Designed the world map with 5 nations, world history and worldbuilding.
- Detailed game map for 15min gameplay demo with 9 part of map, 5 types of enemies, 1 npc, 1 boss, 4 weapons.
- Conduct game balance adjustments based on playtests session.

GAME JAM EXPERIENCE

Magic Dice Forest

2022 SUMMER, 72H

- Created a rogue-like rpg game with my team.
- Developed the early game mechanics.
- Handled the map design, level design, and game balancing.

JMTK JAM | Group as 5 | [View the Game](#)

Vnity

2023 SUMMER, 72H

- Created a strategy based mini game with my team.
- Developed the game concept.
- Coded scene management and UI design.
- Created game art for backgrounds.

JMTK JAM | Group as 5 | [View the Game](#)

There's No Bug

2022 SUMMER, 72H

- Created a turn-based strategy game with my team.
- Developed the early game mechanics.
- Created level and game balance for the rouge-like system.

MINI JAM | Group as 5 | [View the Game](#)

EVE

2022 Fall, 48H

- Created a stealth-based strategy game with my team.
- Developed the game concept.
- Coded player interaction and scene changing
- Created game art for background and assets

ArtCenter Game JAM | Group as 5 | [View the Game](#)

SKILLS

Game Design - Idea Pitching, System Design, Design Documentation, Level Design, Rapid Prototyping, Narrative Design, Worldbuilding

Team Work - Conflict Resolution, Communication, Schedule Planning, Team Management

Tools - Unity, Unreal, C#, Blender, Maya, Figma

Management - Hansoft, Perforce, Miro, Confluence

Other - Alternative Controller, Photoshop, Premiere, InDesign, Sketching,

LANGUAGES

- English
- Mandarin