

# Yueyao (Olivia) Wang

[Game Design Portfolio](#) | [Art Portfolio](#)

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Los Angeles, CA

## SUMMARY

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Multidisciplinary Game Designer at ArtCenter College of Design, specializing in **Level Design**, **Narrative Design**, and **Systems Design**. A trilingual creator (Mandarin, English) with a global perspective gained from living across North America and China. Leverages a unique blend of skills in **2D/3D art**, **music production**, and **C# programming** to bridge communication between departments, ensuring cohesive player experiences. Proven track record in both digital and board game design, with multiple GameJam award wins and consistent playtest validation. Passionate about creating emotionally resonant and strategically deep games.

## EDUCATION

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**ArtCenter College of Design** | Pasadena, CA

*Bachelor of Science in Game Design*

*Term 4 (Expected Graduation: 2028)*

**Relevant Coursework:** Level Design, Narrative Design, Game Development, 2D/3D Animation, Concept Art

## SELECTED PROJECTS & GAMEJAM EXPERIENCE

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**Equinox** | *Game Designer, Artist, Composer, Programmer*

[Link: [kamikawanatsukinatsuki.itch.io/equinox](https://kamikawanatsukinatsuki.itch.io/equinox)] | Fall 2025

- **Served as the interdisciplinary bridge** between art, music, and programming—designed 2D assets in Procreate, composed original music in GarageBand, and implemented all elements in-engine to create a cohesive player experience.
- **Narratively designed** the core concept of "Unlikely Allies," defining character motivations and dialogue to support the theme.
- **Collaborated** within a team of 4 to deliver a fully playable game in 48 hours, demonstrating rapid prototyping and cross-functional communication.

**Hexing Hunk** | *Game Designer, Artist, Composer*

[Link: [paperdisc.itch.io/hexing-hunk](https://paperdisc.itch.io/hexing-hunk)] | Spring 2025

- **Awarded "Best In Theme"** (High and Low) at ArtCenter GameJam 2025 Fall.
- **Managed production** of all visual assets and background music, ensuring artistic cohesion and timely delivery under a 48-hour deadline.
- **Worked closely** with programmers and designers to align mechanics with theme, resulting in a polished, award-winning game.

**DayZero** | *Narrative Designer, Systems Designer*

*Narrative-Driven RPG (Time-Based Survival)* | Personal/Course Project

- **Authored** a detailed branching narrative structure where players have two in-game days to prepare for and survive a zombie outbreak, with outcomes determined by time allocation and key decisions—directly showcasing narrative design and player agency.
- **Designed** a resource system of Time, Attributes (HP, SAN), and Items, where time is the primary currency, creating meaningful trade-offs and strategic depth.
- **Mapped** a 24-hour timeline with distinct phases and multiple endings, demonstrating ability to structure complex, choice-driven narratives.

**Immortals** | *Game Designer, Systems Designer*

Board Game (2-4 players, 40 min) | Course Project

- **Designed** a competitive board game featuring **asymmetric civilizations**, each with unique win conditions and abilities, emphasizing strategic diversity and replayability.
- **Iterated** through three major versions based on playtest feedback: shifted from shared objectives to asymmetric

goals, replaced forced punishments with player choice, and refined map layout to improve flow—showing responsiveness to user testing and iterative design.

- **Balanced** resource economy and run costs to maintain tension and competitiveness until the end game.

#### **Last Shot** | *Game Designer, Systems Designer*

##### *Two-Player Board Game (Wild West Duel)* | Course Project

- **Created** a fast-paced duel game centered on **prisoner's dilemma and bluffing**, where players select actions simultaneously and reveal after a countdown—highlighting skill in creating social/psychological gameplay.
- **Engineered** an energy point (EP) economy that scales non-linearly, creating tension between charging for powerful moves and risking opponent exploitation.
- **Designed** a modular map with interactive tiles (shifting platforms, spike strip, EP tile, teleport) that reward positioning and risk assessment.
- **Playtested** with metrics showing an **overall experience score of 4.0/5**, with particular praise for bluffing fun and pacing.

#### **Dust Bunny** | *Team Collaborator*

[Link: [romeosdaydream.itch.io/dust-bunny](https://romeosdaydream.itch.io/dust-bunny)] | Fall 2026

- Contributed to a team project that secured "**Best In Theme**" at ArtCenter GameJam 2026 Fall.
- Collaborated closely with programmers and designers to align art assets and narrative elements with gameplay mechanics, ensuring a unified vision.

#### **KEY SKILLS & COMPETENCIES**

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- **Design Specialties:** Level Design, Narrative Design, Systems Design, Board Game Design, Concept Art, 2D/3D Animation, C# Coding, Unity, Unreal Engine, Maya.
- **Cross-Disciplinary Bridge:** Music Production (GarageBand), 2D Art (Procreate), 3D Modeling. **Able to translate artistic vision and technical constraints between artists, musicians, and programmers.**
- **Cultural & Global Insight:** Deep understanding of diverse player psychographics from living in **China, Canada, and the US**. Adapts design choices to resonate with a global audience.
- **Soft Skills: Team Management, Communication, Passionate Leadership,** Fluent in Mandarin & English,
- **GameJams:** Participated in **6+** GameJams, demonstrating rapid prototyping and teamwork under pressure.

#### **ADDITIONAL EXPERIENCE & ACHIEVEMENTS**

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- **GDC 2026:** Selected as GGJ Jammer to represent at the Game Developers Conference.
- **Volunteering:** The President's Volunteer Service Award (Bronze, 2023).
- **Front Desk Associate** | Briska (2023 - Now)
  - Developed strong communication and problem-solving skills in a fast-paced customer service environment.