

Yueyao Wang

[Personal Website](#)

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Irvine, CA

Game Designer | Systems & Narrative Design

Authorized to work in the US; NO sponsorship required.

EDUCATION

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, UI & UX

SKILLS

- Systems Design, Narrative Design, Level Design
- Unity, Unreal Engine 5, Twine, Figma, Procreate, Maya, C#
- Concept Art, 2D Animation, Background Music Composition
- Rapid Prototyping
- Mandarin & English
- **Cross-Disciplinary Collaboration:** Strong understanding of art, audio, and programming workflows. Skilled at facilitating communication between artists, composers, and engineers, translating creative vision into technically feasible solutions.
- **Cross-Cultural & Interpersonal Skills:** Experienced in designing player-centered content for diverse global audiences. Strong teamwork, project management, leadership, and communication skills in multicultural environments.
- **Rapid Game Development:** Participated in **9+ Game Jams**, demonstrating the ability to rapidly prototype, collaborate effectively under tight deadlines, and deliver high-quality results in fast-paced development environments.

INTERNSHIP EXPERIENCE

IndieCade | Game Design Intern

Remote | Summer 2026

- Selected for IndieCade's Summer Game Design Internship, a remote climate-focused game design program structured around Climate Jam 2026.
- Collaborating with an intern team through sprint-based production, devlogs, peer feedback, and mentor-guided iteration to develop a playable environmental game.

ACHIEVEMENTS

- **GDC 2026:** Selected as GGJ Jammer to represent at the Game Developers Conference.
- G4C-GGJ Next Gen Expert Jam 2026: **Finalist**
- Artcenter Gamejam Spring 2025: **Best In Theme**
- Artcenter Gamejam Spring 2026: **Best In Theme**
- Ludum Dare 59: Overall: Top 13% | Innovation: Top 9% | Theme: **Top 6%** | Graphics: Top 10% | Audio: **Top 4%** | Humor: **Top 4%** | Mood: Top 9%

PROJECTS & GAMEJAM

CHORUS | *Lead Game Designer, Narrative Designer, Music Producer*

[Link: <https://kamikawanatsukinatsuki.itch.io/chorus>] | March 2026

- Translated the environmental protection theme of coral reef decline into an emotional player journey, using a small seahorse protagonist and lost ocean melodies to make the ecological crisis feel personal.
- Designed the core narrative-motivation loop where players explore, meet ocean species, collect music, and restore the ocean's "chorus," connecting environmental recovery directly to gameplay progression.
- Collaborated with a 4-person team to ship a playable Unity HTML5 game with original 2D art, 7+ original soundtracks, and 500+ lines of dialogue; selected as a Finalist for G4C-GGJ Next Gen Expert Jam 2026.

Equinox | *Narrative Design, System Design, UI Design, Project Manager*

[Link: 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 | *Gameplay Designer, Artist, Composer*

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

- **Awarded "Best In Theme"** (High and Low) at ArtCenter GameJam 2025 Spring.
- **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.

Dust Bunny | *Project Management, Music Composer*

[Link: romeosdaydream.itch.io/dust-bunny] | Spring 2026

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