

## LI-XIN YOU

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### EDUCATION

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**New York University Tisch School of the Arts**, New York City, NY

November 2024

*Bachelors of Fine Arts Game Design*

Cumulative GPA: 3.75

Major Courses: Intermediate Game Design; Intermediate Game Programming; Intermediate Game Development

#### Academic Team Projects

*Game Design Team Board Game Project*

December 2023

- Accomplished the game design and the arts of a card & token-based competitive board game with 37 cards, a poster, a tabletop, and a game rulebook.
- Produced and printed 111 card copies, 3 poster copies, 3 tabletop copies, and 3 game rulebook copies.

*Game Development Team Puzzle Game Project*

May 2024

- Accomplished a 2d 2-player collaborative puzzle video game with approximately 15 minutes of gameplay in Gamemaker.

### LEADERSHIP EXPERIENCE

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**Self-Initiated Indie Game Project**

January 2024 – Present

*Project Manager & Game Mechanic Designer*

- Develop a roguelite and deck-build 2d shooter PC game in Unity (current progress: core game demo).
- Recruited a team with 7 members: 2 designers, 1 programmer, and 4 arts (including 1 art manager).
- Coordinate with designers, the programmer, and the art manager and manage project development progress weekly.
- Work approximately 8 hours weekly on cards, systems, rooms, and enemy behavior designs.

**First Jinan Site Global Game Jam Host**

November 2021 – January 2022

*Event Organizer*

- Negotiated with China Indie Game Alliance officials and Global Game Jam officials.
- Arranged the event field, promoted publicity, and hosted the first Global Game Jam at Jinan Site in 2022.
- Hosted 30+ registered participants at Jinan Site.

### ACTIVITIES

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**China Thinks Big Research & Project**

October 2021 – March 2022

*Group Leader*

- Explored the relationship between the cleanness of the table and learning efficiency, conducted paired control experiments with 15 participants, and accomplished a 20-page research paper.
- Produced a 3d model illustration and a table prototype to address the problem.
- Earned a National 1<sup>st</sup> Place Award in the business area.

**Global Game Jam New York University Site**

October 2023

*Major Game Designer*

- Designed game mechanics, provided gameplay sketches, and coordinated with other 5 teammates on game design realization.
- Accomplished a joystick-based 2-player combat party game.

### SKILLS

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Computer: Proficient in Unity, Gamemaker, Word, PowerPoint, and Adobe Photoshop; basic c# and Excel.

Others: Fluent in English; proficient in communication and project management.