Jenny Jiang

Game Designer
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https://jennyjportfolio.com

EDUCATION

University of Southern California, School of Cinematic Arts – Los Angeles, CA

Interactive Media and Game Design, Bachelor's   *Expected December 2023*

Princeton Review's #1 Game Design Program   Current GPA 3.9

SKILLS

Game Design: Level design, narrative design, prototyping, iterative design, PC and AR game development
Software: Unity, Perforce, Maya, Substance Painter, Adobe Photoshop, Illustrator, XD, InDesign
Art: 2D art, character design, 3D modelling, animation, rigging, graphic design, UI design
Programming: Knowledge in C#, C++, Java

PROJECT EXPERIENCE

Bomb Buddies   Advanced Game Project

Creative Director   *November 2021 – Present*

- A mobile party game with series of silly micro-games utilizing AR technology
- Game pitch greenlit by a committee of USC Games faculty; now leading a 28 people multi-disciplinary team in developing it into a published game over one year
- Set core pillars and experiences; establish gameplay loop; created state and systems diagrams; revised micro-game mechanics on playtest and scoping; written narrative beats and barks; created art style reference guide

That's Not How It Happened   Master's Thesis & Advanced Game Project

Designer   *July 2021 – May 2022*

- A narrative adventure game with three different styles of gameplay developed by a 30 people team, now published on Steam
- Designed final boss battle; written design documents for level designs, attack mechanics, UI, and visual and sound effects; created prototypes for brainstorming; participated in cross-discipline team meetings

Shade Shift   Team Project

Designer   *July 2022*

- A platformer based on mechanic of swapping between two maps, created by a team of five
- Worked on level design; polished game feel using Unity scripts and animation, refined level layout and difficulty over playtests and feedback

Work "Hard"   Team Project

Designer   *January 2022 – May 2022*

- A slacking-off at work simulator created by a team of two in Unity for PC
- Designed core game mechanics and features; iterated gameplay over playtests; managed sprints and burndown charts; collaborated with audio team from Berklee; polished and created materials for release

Labyrinth and Lost Memories   Individual Project

Creator   *May 2021*

- A Unity 3D walking simulator inspired by Susanna Clarke's novel *Piranesi*
- Written player scripts and created 3D assets; designed level layout for environmental storytelling