

Olivia Chen

Game Designer

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- Creative Game Designer with 4 years of experience crafting engaging player experiences across mobile and indie platforms, specializing in progression systems and environmental storytelling
- Proven track record of designing mechanics that increase player retention by 35% and reduce tutorial drop-off rates through intuitive onboarding flows
- Passionate advocate for accessibility in gaming with expertise in Unity, Unreal Engine, and collaborative cross-functional development processes

PROFESSIONAL EXPERIENCE

Pixel Dreams Studio

March 2022 - Present

Game Designer

- Designed and balanced progression systems for "Mystic Gardens," a match-3 puzzle game with 250,000+ active monthly users
- Created comprehensive design documentation for crafting mechanics serving 150,000+ daily active users, resulting in 40% increase in session length
- Collaborated with 8-person cross-functional team to iterate on core gameplay loop based on A/B testing data from 50,000+ players
- Implemented accessibility features including colorblind-friendly UI and motor accessibility options, increasing player base diversity by 25%
- Led weekly playtesting sessions with 20+ external participants to validate design decisions and identify pain points

Indie Collective Games

June 2021 - February 2022

Junior Game Designer

- Designed 12 unique puzzle mechanics for "Echoes of Time," a narrative puzzle-platformer with 75,000+ Steam downloads
- Created environmental storytelling elements that reduced need for explicit dialogue by 60% while maintaining narrative clarity
- Collaborated with narrative team to design branching dialogue system supporting 15+ story outcomes
- Optimized tutorial flow through iterative testing, reducing player drop-off in first 10 minutes from 45% to 18%

Moonbeam Interactive

September 2020 - May 2021

QA Tester & Design Contributor

- Conducted comprehensive testing for "Stellar Conquest" mobile strategy game, identifying 200+ bugs across 15 game builds
- Contributed design suggestions that were implemented in final release, including UI flow improvements and difficulty balancing
- Created detailed bug reports and design feedback documentation using Jira and Confluence
- Participated in daily standups and sprint planning with 12-person development team

EDUCATION

University of Washington

May 2020

Bachelor of Arts in Psychology

Relevant Coursework: Human-Computer Interaction, Cognitive Psychology, Statistical Analysis, Research Methods

Senior Thesis: "Player Motivation Patterns in Roguelike Games" - Analyzed survey data from 800+ players to identify retention factors

California Institute of the Arts via Coursera

2021

Game Design Certificate

Completed 5-course specialization including "Game Design Document: Define Your Game" and "Game Balance and Player Psychology"

Capstone Project: Complete game design document for puzzle-platformer "Temporal Shift"

SKILLS

Game Engines & Tools: Unity, Unreal Engine 4/5, GameMaker Studio, Construct 3

Design Tools: Figma, Miro, Lucidchart, Adobe Creative Suite, Twine, Articy Draft

Technical Skills: C# basics, Blueprint Visual Scripting, JSON, XML, Google Analytics, Unity Analytics

Documentation & Collaboration: Confluence, Jira, Google Workspace, Microsoft Office, Slack, Discord

Systems Design: Progression systems, economy balancing, retention mechanics

Level Design: Environmental storytelling, player guidance, difficulty pacing

UX/UI Design: Menu flow optimization, accessibility features, mobile interface design

Narrative Design: Environmental narrative, character development, branching dialogue systems

SHIPPED TITLES & PROJECTS

"Mystic Gardens"2023

Pixel Dreams Studio | 2023 - Mobile Match-3 Game
250,000+ monthly active users, featured in App Store's "Best Puzzle Games" category
Role: Systems Designer for progression mechanics and monetization features

"Echoes of Time"2022

Indie Collective Games | 2022 - PC Puzzle-Platformer
75,000+ Steam downloads, 89% positive user reviews
Role: Lead Designer for puzzle mechanics and environmental storytelling

"Neon Runner" (Personal Project)2021

Solo Developer | 2021 - Endless Runner Game
15,000+ downloads on itch.io, featured in "Games by BIPOC Creators" collection
Role: Solo designer and developer, managed community feedback and released 4 major updates

AWARDS & RECOGNITION

Best Innovation Award2023

Global Game Jam Seattle
Led 4-person team to create "Reverb," a sound-based puzzle game in 48 hours
Competed against 60+ teams; game featured on Global Game Jam homepage

Honorable Mention2022

IGF Student Showcase
"Echoes of Time" recognized for excellence in narrative design and innovative puzzle mechanics

Featured Publication2022

Personal Blog
"Breaking Down Celeste's Accessibility Design"
25,000+ views, featured in Game Design Weekly newsletter and cited in 3 academic papers
Analyzed assist options and their impact on player experience and game difficulty curves

REFERENCES

Sarah Martinez

Lead Game Designer - Pixel Dreams Studio
Email: s.martinez@pixeldreams.com | Phone: (555) 345-6789
Relationship: Direct supervisor for 2 years, oversaw my work on "Mystic Gardens" progression systems

Dr. Michael Thompson

Associate Professor, Interactive Media - University of Washington

Email: mthompson@uw.edu | Phone: (555) 456-7890

Relationship: Academic advisor and thesis supervisor, mentored my research on player psychology

Alex Rivera

Creative Director - Indie Collective Games

Email: alex@indiecollective.com | Phone: (555) 567-8901

Relationship: Creative lead during my time developing "Echoes of Time," witnessed my growth from junior to mid-level designer