

SHAN LIN

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EDUCATION

University of Southern California

Los Angeles, CA

Game Development and Interactive Design (BFA)

Expected May 2028

Minors: Technical Game Art, Game Programming

Relevant Coursework:

Game Development Principles, Game Production, Managing Data in C++, 3D Character Modeling for Games

EXPERIENCE

Lead Producer | *Untitled Food Game*

USC Games (Los Angeles, CA)

May 2025 – Present

- Led a cross-functional team of 42+ across Art/Eng/Design, managing over 13 development sprints and the annual production roadmap
- Managed production artifacts (Asset/Bug Trackers) to monitor 200+ assets and drive deliverables
- Facilitated weekly meetings, ensuring clear communication, risk mitigation, and team alignment
- Orchestrated playtests and streamlined QA by managing the bug submission and tracking pipeline

Game Designer | *Nudge*

USC Games (Los Angeles, CA)

August 2025 – Present

- Contributed to the design of *Nudge*, a 2D spatial puzzle game focused on environmental storytelling through shelves and collectibles
- Co-designed and implemented mechanics for 80 Gacha items, including 3 themed sets and rare item variants
- Contributed to core features ("Item Chaos," "Shelves Layout") by prototyping in Figma and Unity
- Conducted comprehensive usability tests to optimize flow, satisfaction, and player engagement

Experience Designer & Installation Artist | *How to Pet Your Cat*

Dachu Interactive (Los Angeles, CA)

August 2024 – Present

- Selected as Finalist for the IGF alt.ctrl.GDC Award and exhibited at major showcases (GDC 2025, IGN Live) for controller innovation
- Designed and co-developed the absurd, physical-digital experience featuring a custom-built cat-butt controller
- Managed and executed live exhibition operations, ensuring smooth installation and high-energy player flow
- Achieved significant traction, drawing 1,000+ players per event and viral traction (100K-500K+ views)

Game Strategy & Evaluation Intern

The Dream Network (Shanghai, China)

June 2025 – September 2025

- Analyzed market strategies and conducted in-depth evaluation of over 100 domestic and international game titles for current industry trends and successful product features
- Performed comprehensive analysis of User Experience (UX), competitive benchmarks, and monetization models
- Delivered high-level, data-driven strategic insights and reports directly to the management team

Maze & Experience Designer | *InSync*

Los Angeles, CA

August 2024 – May 2025

- Designed and fabricated a 9x12-inch non-visual, multi-sensory maze installation guided solely by touch, exploring intuitive, bodily exploration of space and texture
- Co-developed the full experience lifecycle, including the interaction design for Omu, an animatronic creature focusing on sequences of touch, motion, and sound for emotional bonding
- Spearheaded new teammate onboarding, boosting cross-team communication and design iteration efficiency
- Led flow planning, installation design, and usability testing to optimize sensory exploration

SKILLS

- **Game Development:** Proficient in Unity 3D for interactive design and PICO-8 for rapid prototyping
- **Design Tools:** Skilled in Adobe suite and Figma for graphic design, video production, and UI/UX prototyping
- **Programming:** Competent with C# and C++ for game logic and prototyping
- **3D Modeling:** Experienced with Maya for creating assets
- **Language:** Mandarin (Native), English (Bilingual)