

# SHAN LIN

Game Designer | Systems & Experience Design

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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

## PROJECTS

### Gameplay Designer | *Nudge*

USC Games (Los Angeles, CA)

August 2025 – Present

- Designed and implemented core gameplay systems in Unity, owning feature development in a two-person team
- Developed and balanced gameplay systems end-to-end, integrating design and implementation
- Iterated on mechanics through structured playtesting and prototyping
- Refined player interaction and feedback loops based on player behavior

### Technical Designer & Programmer | *How to Create a Creature*

USC Games (Los Angeles, CA)

May 2025 – Present

- Designed and implemented core gameplay systems in Unity, owning feature development in a two-person team
- Iterated on mechanics through structured playtesting and prototyping, refining interaction and feedback loops
- Developed and balanced gameplay systems end-to-end, integrating design and implementation

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

DaChu Interactive (Los Angeles, CA)

August 2024 – Present

- Designed a hybrid physical-digital experience using a custom controller
- Explored unconventional interaction design through embodied input and player behavior
- Developed player flow and engagement pacing for large-scale exhibition environments
- Observed player behavior to refine interaction design and engagement patterns

### Maze & Experience Designer | *InSync*

USC Games (Los Angeles, CA)

August 2024 – May 2025

- Designed a non-visual, multi-sensory maze focused on tactile navigation and spatial perception
- Structured player movement through texture, form, and physical feedback instead of visual cues
- Conducted usability testing to evaluate player orientation and navigation clarity
- Iterated on spatial design to improve comprehension and player experience

### Game Designer | *Discriminative Touch*

CiGA Game Jam (Shenzhen, China)

July 2023

- Designed a non-visual narrative simulation where players navigate through touch, sound, and smell
- Developed interaction systems that translate sensory descriptions into player decision-making

## EXPERIENCE

### 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

## SKILLS

- Game Development: Unity, Unreal Engine, PICO-8
- Design Tools: Adobe Suite, Google Suite, Figma
- Programming: C#, C++, html, javascript
- 3D Modeling: Maya, Blender
- Languages: Mandarin (Native), English (Bilingual)