

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

PROJECTS

System Designer | [Nudge](#)

USC Games (Los Angeles, CA)

Aug 2025 – Aug 2026

- Designed systems and levels for a 2D puzzle game about collecting and arranging gashapon
- Designed 80+ items across themed sets, rarities, combinations, and hidden variants
- Defined item and furniture rules to create spatial tradeoffs and multiple arrangements
- Designed gacha, catalog, storage, and placement flows, iterating through playtests

Creative Director | [How to Create a Creature](#)

USC Games (Los Angeles, CA)

Dec 2025 – May 2026

- Co-directed a body-horror game where players build creatures through assembly, sewing, and posing
- Designed a modular assembly system allowing players to combine bones and body parts into unique forms
- Designed sewing and posing interactions to turn creature construction into tactile, step-by-step play

Maze & Experience Designer | [InSync](#)

Dachu Interactive (Los Angeles, CA)

Aug 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
- Iterated on spatial design through usability testing to improve orientation and navigation clarity

EXPERIENCE

Game Design Intern (Creative Director) | [Delicious Coworkers!](#)

The Amazing Season Games (Zhuhai, China)

Jul 2026 – Aug 2026

- Directed a 7-person team developing a dark-comedy time-management strategy game in six weeks
- Designed the core loop: eating coworkers grants abilities while transferring their workload
- Designed interconnected hunger, workload, task, KPI, coworker, and skill systems for strategic tradeoffs
- Iterated on balance, onboarding, and player decisions through prototyping and playtesting

Game Design Intern | [Karma: The Six Realms](#)

The Verse (Remote, San Francisco, CA)

May 2026 – Aug 2026

- Owned the design and Unity implementation of a bird-feeding minigame from concept through playable iteration
- Prototyped three gameplay variants around a shared charge, trajectory, throwing, and projectile framework
- Designed bird behaviors and encounter patterns to create distinct timing, aiming, and prioritization challenges
- Collaborated with Programming, UI, and Art to integrate assets and refine gameplay through iterative feedback

Game Strategy & Evaluation Intern

The Dream Network (Shanghai, China)

Jun 2025 – Sep 2025

- Analyzed 100+ games across gameplay, UX, monetization, and market positioning
- Produced weekly market and competitor reports to identify design patterns and product opportunities

SKILLS & AWARDS

- **Engines:** Unity, Unreal Engine, PICO-8
- **Programming:** C#, C++, HTML, JavaScript
- **Tools:** Figma, Adobe Creative Suite, Maya, Blender
- **Languages:** Mandarin, English
- **Awards:** A MAZE. 2026 Explorer Award (*InSync XR*); IGF alt.ctrl.GDC 2025 Finalist (*How to Pet Your Cat*)