

Yang Wu

+1 (650)-430-7907 | arnowu320@gmail.com | www.arnowuportfolio.com

EDUCATIONAL BACKGROUND

University of California Santa Cruz

June 2025 (Expected)

Bachelor of Art in Game Design and Playable Media

Santa Cruz, CA

- Relevant Courses: Foundation of Video Game Design, Game Systems, Video Games as Visual Culture, Foundations of Play, Game Design Studio I, Beginning Programming in Python, Programming Abstractions: Python, Comp Sys / Assembler & Lab

TECHNICAL SKILLS

- **Game Development:** Twine, Godot, Construct 3, Phaser, GB Studio, Blender
- **Programming Language:** Python, JavaScript, HTML, CSS, PHP
- **UI/UX Design:** Adobe Illustrator, Adobe Photoshop
- **Art & Narrative:** Procreate, Aseprite

COURSE PROJECT EXPERIENCES

Bitllut Hill (Group Project), Game Design Studio

November 2023 – December 2023

- Undertook programming and art design for 'Bitllut Hill,' a GBA platformer game, utilizing GB Studio for game mechanics like jumping, interacting, and shooting.
- Designed and animated 8-bit player and bandit sprites, capturing the essence of classic GBA game characters.
- Crafted and implemented tile maps for cave and mountain scenes, leading the design of these levels to enhance game environment diversity.
- Overcame the challenges of the GBA console's limitations by creating all assets in four shades of green and low pixels, emulating the atmosphere of GBA games.
- Conceptualized and executed the UI/UX design for the game's title and logo screens, ensuring a visually appealing interface.

Brain Rhapsody (Group Project), Game Design Studio

October 2023 – November 2023

- Responsible art design for a top-down shooter game developed in Unity, designing six characters, each with distinct weapons and projectiles.
- Innovated character design by adopting a whimsical style with exaggerated head-to-body ratios.
- Conceptualized and created diverse enemies and their projectiles, adding complexity and variety to the game's challenges.
- Designed the game's UI/UX elements, including status bars, cooldown icons for character switching, a start screen, and interactive buttons, ensuring a seamless player interface.
- Contributed to a game that received high praise from playtesters for its intriguing character styles and switchable characters, demonstrating the project's overall success and impact within a tight timeframe of 2-3 weeks.

Till it's Nothing (Individual Project), Game Design Studio

September 2023 – October 2023

- Single-handedly developed a top-down shooter game using Godot, incorporating a compelling story of trauma and redemption, where the protagonist's journey culminates in invisibility.
- Programmed character and enemy functionalities in GD Script, including movement and shooting mechanics.
- Executed the game's art design, creating character sprites, enemy designs, and environmental assets.
- Crafted a fragmented narrative structure, encouraging players to piece together the story through exploration and interaction with scenes and objects.
- Implemented varied enemy death animations, which were positively received by playtesters for their uniqueness.

Space War (Individual Project), Foundations of Video Games

November 2021 – December 2021

- Originated and developed the entire theme and game loop for a strategy-based board game inspired by the TV show "The Strain," translating the show's narrative into a game format.
- Designed dynamic gameplay mechanics where players can play as the Strain or Humans engaging in local interactions, including attacks, parries, and dodges, allowing for strategic and varied player responses.

- Crafted a game board with multiple connected paths, offering players different strategic options and enhancing the overall fun; received positive feedback from playtesters.

Invasion (Individual Project), Foundations of Video Games **October 2021 – November 2021**

- Developed a narrative for a Twine-based visual novel centered around a doctor's house invasion, weaving suspense and mystery to captivate players.
- Designed intricate story branches and multiple endings, allowing for varied player choices and outcomes, enhancing the game's replay value and player agency.
- Integrated interactive elements such as pick-able keys and knives using JavaScript, adding depth to the.
- Achieved an immersing gameplay experience where players actively unravel hidden secrets within the story, as evidenced by positive player feedback on the excitement of exploring different narrative paths.

Lost in Forest (Individual Project), Foundations of Video Games **September 2021 – October 2021**

- Conceptualized and developed a story for a Twine-based visual novel, where players experience the journey of a young boy lost in a forest with the implementation of branching storylines using JavaScript and HTML.

SELF PROJECT EXPERIENCES

Atticale (Individual Project), Foundations of Video Games **November 2022 – Present**

- Develop a media-sharing website integrated with an NFT marketplace, targeting a niche audience interested in games and movies.
- Utilize different tech stacks, including HTML, CSS, PHP, and JavaScript to build the website framework and design the website's logo and UI kits using Adobe Illustrator, aligning with the site's aesthetic.
- Engaged in continuous development and enhancement of the website.

Portfolio Website (Individual Project) **January 2023 – February 2023**

- Designed and developed a personal portfolio website using HTML, CSS, and JavaScript; conceptualized and created the website's logo and implemented various functionalities, constantly updating the website.

Night City (Individual Project) **September 2021 – October 2023**

- A practice modeling project using Blender, focusing on constructing buildings and characters using simple geometric shapes, learned and executed the design of various models.

Edward Heald (Individual Project) **October 2019 – January 2020**

- Authored an original Game Bible for a video game concept, crafted a narrative centered around themes of revenge and the consequences of hatred involving a protagonist's journey of recovery and vengeance, weaving the plot to include complex characters.
- Conceptualized and created a complete worldview for a character for the first time.