

## Chenyi Qian

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Portfolio: [www.lillianaqian.com](http://www.lillianaqian.com) | Location: Brooklyn, NY (open to relocation)

### EDUCATION

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#### Game Center, Tisch School of the Arts, New York University

Aug 2023 – May 2025

Master of Fine Art in Game Design (GPA: 3.9)

#### School of Creative Media, City University of Hong Kong

Aug 2019 – May 2023

Bachelor of Science in Creative Media, Game Track (GPA: 3.7, Ranking: top 3%)

### EXPERIENCE

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#### Tech Lead & Founding Member | Sugarcane Games | Part-time | Remote

Jun 2023 – Present

Collaborated on the design and development of three independent game projects, including "[Myth of Rules](#)" (9/10 rated on Steam) and "[Snake Crush](#)" (9/10 rated on Steam). Utilized Unity engine to develop innovative gameplay mechanics, enhance visual aesthetics, and create engaging level designs from concept ideation to final polish, ensuring consistently positive player feedback and high-quality player experiences.

#### Teaching Assistant | NYU Game Center

Sep 2024 – Present

Assisted Professor Jeff Petriello in teaching Intermediate Game Design to undergraduate students.

### PROFESSIONAL PROJECTS

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#### Myths of Rules | Game Programmer | Released on Steam ([link](#))

Jun 2023 – Aug 2023

A text-based adventure puzzle game where players collect clues and navigate a world of ghosts and urban legends.

- **Gameplay Development:** Engineered node interaction, enemy behaviors, and special mechanics for multiple levels; Developed interfaces and functions of the in-game level editor, enabling players to create over 200 Workshop levels.
- **Visual Enhancement:** Crafted UI effects for player interactions and transitions; Developed visual effects and procedural animations for events and monster behaviors; Implemented layouts of start scene and UI panels

#### Snake Crush | Game Programmer | Released on Steam ([link](#))

Aug 2023 – Mar 2024

A Rogue-lite game with snake and survivor mechanics, featuring diverse elemental skills and unique builds.

- **Gameplay Development:** Engineered snake attacks with upgrade variations for different elemental classes and characters; Implemented combat behaviors of monsters and bosses; Optimized game logic for better performance.
- **Visual Enhancement:** Utilized Unity Shader Graph and developed various particle effects, environmental effects, lighting effects and post-processing effects; Implemented procedural animations for special performances.

#### Infinite Horror | Game Programmer | Under Development

Mar 2024 – Present

A multi-player online collaborative horror game about scavenging at abandoned worlds of mysterious legends.

- **Gameplay Development:** Engineered player control, time system, shopping & selling system, farming system, UI screens and skin system while making sure the synchronization of online multiplayer connection; Implemented combat behaviors of monsters with behavior trees, improving AI decision-making and enhancing challenge.
- **Visual Enhancement:** Developed in-editor tools for generating plants and fences; Crafted environmental effects and post-processing effects to create horror atmosphere; Crafted visual effects with Unity Shader Graph.

### SKILLS

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**Software and Game Development:** C#, C++, JavaScript, Java, Unity, Unreal, Game Maker, Android Studio, AR/VR, Kinect

**Game Design:** Prototyping, Level Design, System Design, Graphic Design, UI/UX Design, Narrative Design

**2D/3D Art:** Adobe (PS, PR, AI, XD), Procreate, Figma, Maya, Blender, Houdini, Miro Board, Aseprite

**Language:** English (Fluent), Mandarin (Native)