

# AURORA HUANG

## GAME DESIGNER

 yaoguanghuang.aurora@gmail.com

 ah-0811.itch.io

 +1 908 481 6062

 yaoguanghuang.github.io/AH/

## EDUCATION

2022/9-2026/5

### School of Art Institute of Chicago

Bachelor of Fine Art, Art, Sound & Technology/Chicago, IL

\*SAIC is a college with Credit/No Credit GPA policy.

Virtual Sound (Unity C# & FMOD & Reaper)

New Reality (Unity C#)

Experiential Game Lab (Unity C#)

Introduction to Games (Unity C#)

Web Art (HTML & CSS/JavaScript)

UI/UX Web Design (HTML & CSS/Adobe XD)

Graphic Design (Adobe Illustrator/Adobe Photoshop)

Typography (Adobe InDesign)

Comic (Scripting & Illustration)

## EXPERIENCE

2025/6-2025/8

### Game Tester

Perfect World Co./Beijing

Playtested indie games and wrote five long-form reviews (4,000+ characters), published on a game info WeChat account. Responsible for market research and competitor analysis across genres including puzzle, meta, and simulation games.

2022/11-2023/3

### Graphic Designer

Yiddishland California/Remote

Design digital or ready-to-print newsletters, banners, or leaflets with **Adobe Illustrator** and **Photoshop** for events (2-3/Weeks).

## AWARDS/ACTIVITIES

### SAIC MERTI SCHOLARSHIP

September 2022 - May 2026

### EXAcrade 2025

March 14th 2025

### Rookies Award 2025

June 20th 2025

### Scream Jam 2025

October 16th 2025

## SKILLS

### GAME ENGINE

Unity

### PROGRAMMING

C#

HTML & CSS

JavaScript

### ADOBE

PhotoShop

Illustrator

InDesign

AfterEffect

Premiere

XD

### ART

Digital Illustration & Animation

Pixel Art & Animation

Comic (B&W/Color)

### SOUND

FMOD

Reaper

### LANGUAGE

Mandarin

German

## PROJECTS

2025/3-2025/9

6 Month

### 5:03 (Independent)

Puzzle Game (yaoguanghuang.github.io/AH/PinkBox.html)

Designed and developed 10+ Digital Puzzles in various forms as well as its serving **Computational UI System** with **Unity**.

Illustrated **Characters**, **Applications** and **Collective Game Objects** in **Adobe Illustrator** in Vector Art.

2024/9-2025/5

9 Month

Attended Rookies Award 2025:  
Game Development

### The Adventurer (Independent)

Simulation Game (yaoguanghuang.github.io/AH/TheAdventurer.html)

Designed and developed a **Game System** of **State Tuning**, **Decision Making**, **Dialogue** and **Timeslot** as well as its serving **UI System** with **Unity**. Illustrated **Characters**, **Settings** and **Game Objects** in **Procreate** in Color Comic Style.

2024/11-2024/12

5 Weeks  
Course Project  
Exhibited in  
EXAcrade 2025

### Flying Towards the Daylight (Independent)

Simulation Game (ah-0811.itch.io/flying-towards-the-daylight)

Designed and developed **4 Horizontal-Scrolling Levels**, **1 Break Scene**, **Player Control** and **UI System** with **Unity**.

Illustrated and animated **Characters**, **Settings** and **Game Objects** in **Procreate** and **Adobe Illustrator** in Vector Art. Sound designed and programmed in **Reaper** and **FMOD**.

2024/1-2024/8

8 Month

### Infinite (Independent)

Platformer Game (yaoguanghuang.github.io/AH/Infinite.html)

Designed and developed **3 Horizontal-Scrolling Levels**, **Player Control**, **Reward** and **UI system** with **Unity**. Illustrated and animated **Characters**, **Game Objects** and **Settings** in **Pixel Art**.