

Joanna Shen

Game Designer

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Game designer with technical skills and strong art background looking to bring my passion of collaboration and bringing visions together to an innovative team.

EDUCATION

University of Southern California Aug 2018 – May 2021
Master of Fine Arts in **Interactive Media and Games Division**
University of California Los Angeles Sept 2011 - June 2015
Bachelor of Science in Environmental Science, Minor in Conservation Biology

SKILLS

Game Design	Photoshop / Procreate	Maya
Character Design	Concept Design	3D Modeling
Team Collaboration	Unity Engine	Rigging
Communication	Unreal Engine 4	Animating
Leadership	Level Design	GitHub / Perforce

EXPERIENCE

[Metamorphosis: Thyota's Journey](#) Sep 2019 – Present

USC Games – **Creative Director / Designer / Concept Artist**

- ❖ Directed a game that encourages players to evoke empathy for nature by embedding environmental themes within fantastical elements.
- ❖ Led a team of 23 diverse members across five time zones from multiple universities and institutions, motivated team during a long production process, and closely collaborated with teammates.
- ❖ Recipient of [Alfred P. Sloan Foundation Grant for Games \(2020-2021\)](#), a competitive grant awarded to only five individuals per school year to strengthen public understanding of science through media.
- ❖ Showcased in USC Game Expo 2021 and Geidai Games Expo 2021.

[Number Two Ice Cream Shop!](#)

Nov 2019 – Aug 2020

USC Games, Tokyo University of the Arts – **Co-Designer / Engineer / Producer**

- ❖ Collaborated with Tokyo University of Arts (Geidai) students to deliver an experimental web-based game in six months, showcased in USC Games Expo 2020 and [Geidai Games Expo 2020](#).
- ❖ Coordinated with teammates using Mandarin Chinese and collaboratively designed a scalable game.
- ❖ Directed, produced, and designed the project, including pipeline, game and level progression, gameplay, and audio and animations.

[BirbRunner](#)

Aug 2019 – Dec 2019

USC Games, JoRo Studios – **Co-Designer / 3D Modeler / Engineer**

- ❖ Collaborated with my teammate to bring our interests and visions together to develop a 3D game in 15 weeks.
- ❖ Designed and 3D modeled the player character from 2D concept art, wrote C# scripts for character controls, illustrated the opening cinematic sequence, and designed the level.
- ❖ Communicated transparently and constructively with my teammate to establish a solid foundation of trust and promote professional growth.

INTERESTS

Dancing, Martial Arts, Boba, Yoga, Hiking, Baking, Traveling, Marine Science, East Asian Mythology, Chinese Harp, Washi Tape, Watercolor, Crafts, Anime, Games, Singing