



Li Ling (Lily) Game Designer, Artist



New York, USA
Beijing, China



LLingDesign@gmail.com



LLingDesign.com

Skills

- Game Design**
- With 2 Degrees in Game Design.
 - Made > 25 Game projects (Some are short-term prototypes), from non-digital to digital (mobile, pc, console), including Puzzle, Competitive Multiplayer, Action RPG, Platformer, Education, etc
 - Own a released indie title, with experience in teamwork, project management, etc.
 - Worked as game designer in well-known game company.
- Game Art**
- Studied Arts for many years, with 2 Fine Arts Degrees.
 - Took charge of Game Art in many personal projects and in company.
 - Familiar with PS, AI, 3ds Max, etc.
 - Familiar with Concept Art, GUI, 2D & 3D Animation, etc.
- Game Programming**
- Took charge of Game Programming in multiple personal projects
 - Gameplay Programmer, Familiar with quick-prototyping in Unity with C#

Professional Experience

- Expected 2016. 10
- Indienova.com - Beijing, China
Position: Game Journalist, Writer | Part-time
- Regularly published original articles about Game Design, Game Studies, Game Development, Game-Related News on the website.
2016. 9 - 2017.5
- NYU Game Center - New York, USA
Position: Game Design Teaching Assistant
- Was Teaching Assistant for BFA Class "Intro to Game Design" in NYU Game Center for 2 semesters.
2016. 8
- Digital Continue - New York, USA
Position: Game Artist | Intern, Freelance
- Made 2D Scene Animation(Pixel Art), GUI for PC & Console Version of Real-time Strategy Game "Lock's Quest" (Released).
 - Did Character Concept Art for Action RPG Console Game "Hero Up".
- Expected 2016. 7
- Triple Tree Studio - Beijing, China
Position: Co-Founder
- Made 3D Puzzle Mobile Game "Yesterday" (Released).
2015. 4 - 6
- Tencent (OMG) - Beijing, China
Position: Game Designer | Intern
- Did Level Design, System Design for Platformer Mobile Game "Hero Dog" (Released)

Professional Activities

- Expected 2016.7
- Radio Anchor, "You Bi You Fang" Podcast of Indienova.com
- Review & analyze games from game designers' perspective
- 2016
- Volunteer for: IndieCade East, Games for Change, Games and Media Summit

Education

- 2015.9 - 2017.6
- New York University (NYU) - New York, United States
Tisch School of the Arts
Game Design (Game Center) . MFA
- 2011- 2015
- Communication university of China (CUC) - Beijing, China
School of Animation and Digital Arts
Digital Game Design (Game Art direction) . BFA

Projects

- Expected 2016. 9
- "Teletag98", Multiplayer Competitive Game | PC | Unity3D
Position: Designer, Programmer, Artist (Animation)
- A multiplayer arena shooter with a strategic, dynamic environment based on grid.
- Expected 2014. 7
- "Yesterday", 3D Puzzle Game | Mobile & PC | Unity3D
Position: Designer, Artist (Concept, Animation, UI)
- A 3D Puzzle Game talking about the philosophy of love and encounter from a female's perspective.
 - Available on App Store & Google Play Now (Global Featured), Passed Steam Greenlight in 5 days
 - No.1 Best Game Creative Award of The 7th CGDA
 - Crowdfunding succeeded in 1 day
- Expected 2016. 4
- "Yummy Yummy", Board Game
Position: Designer, Artist
- A board game about staying alive in a hungry world.

Exhibition

- "Yesterday"
- 2017 PaxEast - Boston, US
2016 ID@Xbox, ChinaJoy - ShangHai, China
2016 Indiecade East Show & Tell - New York, US
2015 CUC Student Graduation Show - Beijing, China
- "Teletag98"
- 2017, 2016 NYU Game Center End of Year Show - New York, US
2017 Playcrafting NYC, Demo & Play, "Women in Game"
- New York, US
2017 GDC SFO Game Center Booth - San Francisco, US
2016 Practice - New York, US
2015 NYC Arcade, New York, US
- "Yummy Yummy"
- 2016 NYU Game Center End of Year Show - New York, US