

Cindy Vu | Game Designer

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[🌐: cindy-vu.wixsite.com/my-portfolio](https://cindy-vu.wixsite.com/my-portfolio) | [🌐: linkedin.com/in/cindy-vu-games/](https://www.linkedin.com/in/cindy-vu-games/)

Awards:



**Media Arts
Prize Finalist**
*Interaccess |
May 2022*

**Game Design
Finalist**
*Ubisoft Womxn
Develop 2020 |
Jan 2021*

Software:



Unity 2D/3D



Autodesk Maya



Clip Studio Paint



GitHub



Aseprite



Photoshop

Languages:



C#



Python



HTML

Summary

Detail-oriented game designer with a passion for level, environment, and features. Collaborated with teams to design gameplay and platform systems and develop fun, engaging multiplayer games with positive player feedback. Skilled in iterating on game design based on user feedback and playtests. Always raring to take on any challenge given, whether it be a new art style, program, etc.

Projects

Skyweaver, Junior Game Designer | *June. 2023 – Apr. 2024*

- Developed conceptual designs for various in-game elements including card designs, collectibles, and UI enhancements.
- Produced monthly artwork concepts for over 200 cards, including those yet to be released, ensuring a consistent and engaging visual experience.
- Re-framed and refined narrative elements across Skyweaver's factions, ensuring coherence and depth within the game's lore.

Choco, Environ. Artist / Level Designer / Texture Artist | *Sept. 2021 – Apr. 2022*

- Created and revised concepts for environment, level flow, and 4 puzzles to ensure a cohesive and immersive player experience using Clip Studio Paint.
- Hand-sculpted 5 areas using experimental Unity package for 3D Tileset systems to create unique and visually appealing game environments.
- Placed 200 egg collectibles in specific pathways to help guide players around each area in-game.

(Spacemen, Strategists)², Game Director / Lead Artist | *Jan. 2021 – Apr. 2021*

- Designed gameplay systems, platform systems, and game aesthetics to create a cohesive and engaging player experience.
- Iterated on gameplay and platform design based on 5 user playtests and feedback to improve mechanics player experience.
- Created 28 unique character animations, 4 victory screens, 1 animated trailer, and over 100 art assets (blocks, particles, UI, etc.) using Clip Studio Paint to enhance game aesthetics.

The Spaceman & The Strategist, Technical Artist/ Narrative & Level Designer | *Mar. 2020 – Apr. 2020*

- Designed 3 puzzles and a turn-based combat system, crafting challenging and engaging player experience.
- Wrote the narrative, 5 secrets for players to discover, and 2 different endings.
- Created and implemented tilesets using Clip Studio Paint and Tiled, as well as designed over 30 map scenes to bring the game world to life.

Education

York University | *September 2018 – June 2022*

Bachelor of Arts with Honours (BA) in Digital Media Game Arts