


# Terry Li Yixuan

Game Designer & Developer

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## education

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- **Game Design M.F.A, New York University** 2014 - 2016
- **Bachelor of Arts, Communication University of China** 2009 - 2013

## work

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- **Game Developer, Designer & Project Lead, The Glimpse Group** 2016/10 - Present  
***DIRE***, VR survival car chase game, released on itch.io for Oculus & Vive
  - Co-founded and lead a subsidiary of four. (Formerly indie, acquired by parent company)
  - Design & program aggressive movement patterns of enemies.
  - Develop easy-to-use tools for team members to use. (checkpoints, enemy spawn/behavior manager, event triggers & managers, audio player & triggers)
  - Adjust audio, camera and UI specifically for VR experience.
  - Use SourceTree, Git, GitLFS to manage assets, and keep the repo organized.
  - Maintain social media. Outreach YouTubers & editors. Achieved major coverages.
  - Create video trailer, build website.
- **Game Designer & Product Manager, Hortor Games Ltd** 2013/10 - 2014/04  
***FengKuangLaiWang***, iOS party game, featured on China App Store
  - Led a team of three (Formerly indie, acquired by parent company)
  - Game design & interaction design
  - Coordinated with marketing team to design organic in-game advertisements.
  - Coordinated with Alibaba Group's game department to integrate "Laiwang" API.

## skills

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- **Code:** C#, Javascript
- **Visual:** Photoshop, Illustrator, Premiere
- **Development Tools:** Unity3D, Github, SourceTree
- **Research:** Interviewing, Field Research, Heuristics Analyzing
- **Languages:** Mandarin (native), English (fluent)

## projects & honors

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- **DIRE (VR, Oculus & Vive, 2015 - 2017, Game developer, designer & project lead)**
  - Featured on VRFocus, HardcoreGamer, A.V Club, AlphaBetaGamer
  - Showcased in GDC 2016 Intel Zone, FivePointsFest
- **Maquisard (Puzzle, PC, 2015, Game designer)**
  - Featured on NYTimes, The Verge, Rock Paper Shotgun, itch.io
  - Showcased in E3 2015 IndieCade, IndieCade 2015 Digital Selects
- **Signum (Party game, Tabletop, 2015, Game designer)**
  - IndieCade 2015 Tabletop Selects
- **High5Zone (Physical game, 2016, Game designer)**
  - Designed for Times Square Alliance. Featured on NYTimes