

Yunyang Li

Game designer

www.yunyangli.org | yunyangli.gd@hotmail.com

Overview

Specialties: Unity, C# Scripting, Level design, System design, Photoshop, Illustrator

Education

Bachelor of Fine Arts | 2015-2019

Graphic design

School of Visual Arts, New York, NY

Master of Fine Arts | 2022-2025 | Excepted Graduation in May 2025

Game Development (Game Design)

Academy of Art University, San Francisco, CA

Game Development Experience

Color Switch | Individual work

Designer, scripter

Color Switch is a 2D single-screen platformer game. The core concept is switching the color between black and white, and only the objects that have the same color will have the collision.

Mazzy | Individual work

Designer, scripter, artist

Mazzy is a puzzle single-screen platformer game. The player will try to find a path to arrive at the end of the level by rotating each tiny maze and connecting them.

Soul Bound | Collaborative work

Level designer

Soul Bound is a collaborative project, and it is a cell-shaded 2.5D metroidvania platformer game.

Focusing on game mechanics design and assisting with some of the level design.

Space Manager | Collaborative work

Level designer

Space Manager is a collaborative project, and it is a 3D top-down puzzle game. Focusing on level design and assisting with the game mechanics scripting.

Loyalty | Thesis Project

Designer, scripter, artist

Loyalty is a 2D top-down action-adventure game. The player will explore, find keys, and pass through the maze or puzzles in the games. Will build the game solo including game design, scripting, and arts.

Other Experience

Graphic Designer Assistance - Internship in Phoenix Satellite Television | June 2017

To assist the design team in creating assets required in the projects. Learning design skills and assisting the leader in the design team.

李云扬

游戏策划

www.yunyangli.org | yunyangli.gd@hotmail.com

概述

专业: Unity, C#编程, 2D 游戏开发, 关卡设计, 系统设计, Photoshop, Illustrator

教育

BFA 艺术学士 | 2015-2019

平面设计

纽约视觉艺术, 纽约市, 纽约州 | School of Visual Arts, New York, NY

MFA 艺术硕士 | 2022-2025 | 2025 年 5 月毕业

游戏开发 (游戏策划)

旧金山艺术大学, 旧金山市, 加利福尼亚州 | Academy of Art University, San Francisco, CA

游戏开发经验

Color Switch | 个人作品

游戏策划, 游戏编程, 关卡设计

《Color Switch》是一款 2D 风格的平台跳跃游戏。核心设计理念为通过切换角色的黑色老来规避一些障碍从而通关, 相同颜色的物体才会有碰撞, 所有的关卡都基于这个核心概念来设计。

Mazzy | 个人作品

游戏策划, 游戏编程, 关卡设计, 美术

《Mazzy》是一款 2D 解谜类平台跳跃游戏。游戏的核心设计元素为“迷宫”和“旋转”。每一个关卡的场景都可以进行顺时针或者逆时针的旋转, 通过这些旋转来找到通关的道路。

Soul Bound | 合作作品

关卡设计

《Soul Bound》是一款 3D 风格类银河战士恶魔城游戏。在整个项目里担任一部分的关卡设计, 并协助游戏策划完成部分机制设计。

Space Manager | 合作作品

关卡设计

《Space Manager》是一款 3D 俯视角益智游戏。玩家扮演一位管理库房的工作人员, 需要在躲避危险的同时把所有的货物归为位。在项目中担任一部分的关卡设计, 并完成一部分游戏机制设计。

Loyalty | 毕业作品 | 个人作品 | 正在制作中

游戏策划, 游戏编程, 关卡设计

《Loyalty》是一款 2D 像素风俯视角的动作冒险游戏。玩家将扮演一位骷髅骑士探索已经变得十分危险的旧城堡。玩家将在城堡里探索, 击败敌人, 获得宝物, 最终完成最后挑战。

其他经历

平面设计助手-凤凰卫视实习 | 2017 年 6 月

主要工作为协助主设计师完成项目所需的资产, 并学习软件的运用和设计方面的知识, 并协助整个设计团队完成必要的设计工作。