

# Xiao Han

A game designer with a background in live theatre and production.  
Passionate about facilitating teamwork and making things happen.

## Game Designer

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## Education

### Carnegie Mellon University

Master of Entertainment Technology

May 2023

### University of Pittsburgh

Bachelor of Arts in Theatre Arts  
& Political Science

2020

## Certifications

- Certified Scrum Master

## Applicable Skills

- Narrative Design
- Paper Prototyping
- Playtesting Management
- Project Management

## Development Software

- Unity
- Twine
- Maya
- Substance Painter
- Perforce
- Photoshop
- Procreate
- JIRA

## Programming Languages

- Python
- C#

## Professional Experience

### Producer

Mega Cat Studios

Jul 2023 – Present

<https://megacatstudios.com/>

- Design, mockup and revise quests, mini-games, and Easter eggs for an unannounced horror game based on an existing IP
- Accountable for process and quality to ensure a cohesive gameplay experience
- Iterate several core features to improve fun and replayability
- Turn playtests and QA reports into actionable items

### Game Design Student Associate

Madison Square Garden Entertainment

May 2022 – Aug 2022

<https://www.thespherevegas.com/>

- Worked on a proof of concept for a large-scale multiplayer game designed for the MSG Sphere in Unreal Engine
- Designed the tutorial and narrative of the experience with the Art Director
- Implemented mobile game features (e.g. haptic feedback)
- Coordinated with Designers and Engineers to set up and run internal playtests
- Storyboarded and pitched original ideas for the MSG sphere

## Academic Experience

### Game Designer & Programmer, Cyber Sleuth

Carnegie Mellon University

Jan 2023 – May 2023

<https://scottking.itch.io/cyber-sleuth>

- Developed a narrative-driven Cyberpunk mobile AR game using Niantic Lightship ARDK in Unity in a team of 7
- Designed and implemented the narrative, branching dialogues and flavor text in Unity
- Researched potential uses for geospatial AR and pitched our idea
- Iterated and delivered the game after 14 weeks

### Narrative Designer, Building Blox

Roblox, Carnegie Mellon University

Sep 2022 – Dec 2022

<https://projects.etc.cmu.edu/buildingblox/>

- Commissioned by Roblox Education to create a platform for high school students to write creatively and design branching narratives
- Designed narrative tool inspired by Twine entirely using Roblox Studio
- Built demo projects in various traditional subjects using quests and choice based dialogues that simulate an alternative high school assignment

### Game Designer, Producer, & Artist, BVW

Carnegie Mellon University

Sep 2021 – Dec 2021

- Took Building Virtual Worlds, an intense class designed to push creative and technical limits in ever-changing teams of 5
- Rapidly prototyped 5 games in 2 week-long iterations each
- Deployed AR and VR experiences on platforms such as Quest2 and Hololens2
- Modeled and textured 3D models using Maya & Substance Painter