Stacy Gao
Game Designer

stacygao.com

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PROJECTS

Use the Force - solo project, Unity   *Feb. 2020 - May. 2020*
Game Designer - *New York University, NYC*
- Developed an educational game about physics, forces and velocity.
- Designed the puzzles, scripted gameplay mechanics, implemented game features, and iterated the levels with cognitive and learning theories for an engaging experience.

Clean Your Sh*t Up - team of 3, Unity   *Feb. 2020*
Level Designer - *Global Game Jam, NYC*
- (Runner-up) Best Game Design at Global Game Jam 2020.
- Collaborated on the simulation game about organizing a desk, with the theme Repair. Made the game in 2 days and showcased the game.
- Designed the office environment and a messy desk with game assets found online.

Inheritance - solo project, Unity   *Sep. 2019*
Game Designer - *New York University, NYC*
- Developed a platformer that conveyed the idea of "family passing down social status" through a tree-planting metaphor.

Online statistics course design   *Feb. 2019 - Aug. 2019*
Instructional Design Assistant - *New York University, NYC*
- Collaborated to design the content of an online statistics course.
- Collected and created course materials including case studies and quiz questions.

Cognitive Measurement Game   *Nov 2016 - May 2017*
Game Designer / Research Assistant - *Beijing Normal University, Beijing*
- Designed a 2D endless running game measuring Processing Speed.
- Created game design documents and presentations to communicate original game designs, including game mechanics, scoring system, and UI mockups.

EDUCATION

MA in Game Development *Academy of Art University - San Francisco, CA*   *Sep. 2020 - present*
MS in Games For Learning (GPA: 3.84) *New York University - NYC, NY*   *Sep. 2018 - May. 2020*
BS in Psychology (GPA: 3.88) *Beijing Normal University - Beijing, China*   *Sep. 2014 - Jul. 2018*

SOFTWARE & SKILLS

Software
- Unity
- SPSS
- Axure RP
- Adobe Creative Cloud

Skills
- C# scripting, game developing and prototyping
- Data processing and analysis
- UX design, user research, and playtesting
- Graphic design and video editing