

Aaron Min

Game Designer

[Portfolio](#) 

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Education

Carnegie Mellon University

2023 - EXP. 2025

MET (Entertainment Technology)

University of Utah

2018 - 2022

BS in Games

Skills

- Game Design
- Level Design
- AI Programming
- UX Research
- Production Management
- Unreal
- Blueprint
- Unity
- C#
- Godot
- Excel
- Visio
- PowerPoint
- Illustrator
- Notion
- Perforce
- JIRA
- Blender
- Aseprite

Projects

Building Virtual Worlds - 2023.09 - Present

Guiding Paws:

- Produced this VR game in 2 week sprint with team of 5 people.
- Streamlined our collaboration by setting up a workspace in Notion and utilized the Kanban methodology for effective project management.
- Employed ProBuilder for initial level greybox and transitioned to a modular level design approach in Unity.
- Crafted a skybox and applied post-processing to emulate a dog's vision.

Once A Pot In Time:

- Programmed the primary game object mechanics for this AR game.
- Implemented a four-stage progression system for the pot, which represented the game's various stages.
- Developed the behaviors for two distinct chicken types and plants.
- Integrated a dynamic spawner system that adjusted the spawning rates based on the current stage.

Revenge of the Killer Octopus - 2021.10 - 2022.5

- Designed core mechanics including an 8-gun shooting system, integrated possession and grapple mechanics.
- Blockmeshed Research Lab Level in UE4 and collaborated with environment artists to refine it.
- Conceived and executed the HUD UI design.
- Co-produced the third-person shooting game in 2 semesters with team of 24 people.
- Coordinated three external playtesting events, constructed surveys, processed player feedback, and communicated actionable feedback to the team.
- Launched the game on Steam, receiving an 81% positive feedback rate.