



# Chris Xunchi Sun

## Game Designer



## Education Experience

2016

Carnegie Mellon University  
Master in Entertainment Technology

2012

Hong Kong Polytechnic University  
BSc in Computer Science



## Industry Experience

Jun 2015 – Aug 2015

### Unannounced Mobile Game Level Designer at Tencent, China

Worked in a team of 18 to develop an unannounced mobile game on both Android and iOS. Designed and scripted six game levels and contributed to two formal customer evaluation sessions. Working in Unity/C# in an Agile Scrum manner.



## Personal Game Projects

Dec 2014

### Flashlight and Ghost Game Designer

Worked in a team of 3 to develop a 2D action game on Windows Phone and Web with Unity. Designed the core gameplay, plus two characters with distinct way of operations, and three polished game levels. Has been **shipped** on iOS/Windows Phone AppStore.

Dec 2014 – Mar 2015

### Scrolling Game Designer, Level Designer

Worked in a team of 4 to develop a 3D puzzle game on Windows with a novel mechanism in Unity. Designed the core gameplay and three levels. This game is the global **winner** of Project Blueprint Challenge in **2015 Microsoft Imagine Cup**.

Sep 2015 – Present

### Twist Game, Level, Combat, UX Designer

Worked in a team of 4 to develop a 2D tactic RPG on Windows with a novel mechanism in Unity. Designed the core gameplay, two classes and 38 playable levels. This game is a **honorable mention** of Big Idea: Plan competition in **2016 Microsoft Imagine Cup**.



## Academic Projects

at Entertainment Technology Center, Carnegie Mellon University

Sep 2015 – Dec 2015

### Flint UX Designer, Gameplay Programmer

Worked in a team of 5 to develop an educational game to teach wind energy in Unity. Designed the user experience and coded three major scenes in C#.

Jan 2015 – May 2015

### Remembering Randy UX Designer, Web Programmer

Worked in a team of 6 to develop a web experience in memory of Dr. Randy Pausch. Coded two major sections of the website in HTML5 / CSS.



## Profile



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## Languages

Mandarin ●●●●●●●●

English ●●●●●●●●

Cantonese ●●●●●●●●

Japanese ●●●●●●●●

Korean ●●●●●●●●



## Development Skills

Excel ●●●●●●●●

Photoshop ●●●●●●●●

Unity - C# ●●●●●●●●

Scripting ●●●●●●●●

Maya ●●●●●●●●

Perforce ●●●●●●●●