

Contact

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Salt Lake City, UT

Skills

Language:

- Mandarin (Native)
- English (Proficient)

Programming:

- HTML/CSS
- Python
- C#

Software:

- Unity/Unreal
- Jira/Trello/HacknPlan
- Photoshop
- Premiere Pro/Capcut
- Github

Education

Present

University of Utah

- Master of Entertainment Arts & Engineering
- Division of Games

2019-2023

Beijing JiaoTong University

- Bachelor of Arts in Internet and New media
- School of Languages and Communication

Portfolio

davidsunportfolio.com



David Shuochen Sun

Work Experience

Lenovo Group

June 2022 - Sep 2022

Internship of Mobile Game Operator

Beijing, China

Responsible for the commercial operation of mobile games on the Lenovo Gaming platform, included:

- Planned the marketing activities on the platform, such as holiday promotions and community events.
- Arranged resources within the mobile application, for example, the banners and rankings.
- Generated the media content within the platform, like game recommendations and thematic tweets.
- Collaborated with the game publishers, helping with the public relations of new game releases or major updating events.

Project Experience

Project Sunbeam

Jan 2024 - Present

Alt-Control Game Project

A Puzzle Game where the player controls a beam of light in virtual worlds. Interact with the scenes using light, and reveal the secret behind.

- Managing a team of 11 people as a producer, follows the Scrum methodology. Arrange tasks and send out tickets to the team.
- As the vision holder of the project, designed the whole concept of the game, as well as the mechanics and level design.

Boxed In

Serious Game Project

Oct 2023 - Nov 2023

A 2D-platformer serious game that addresses the Co-dependency issue. The player controls two boxes that are co-depended and co-operates both to get over the challenges ahead.

- Managed a team of 6 people as a producer.
- Designed all the game levels and part of the core mechanics.

Tricolor Line

Individual Board Game Project

Jan 2022 - May 2022

A multiplayer competitive party game involves Route Building and Hand Management.

- Designed all the rules and mechanics of the game, crafted with paper prototypes.
- Held play tests, and kept on iterating the game.
- Created the official Game Rule Book by Photoshop.
- Created a official Gameplay Video, edited with Premiere Pro.