

# Xiaojing Fan(Monica)

## GAME DESIGNER AND ARTIST

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## PROFILE SUMMARY

I make indie games for self-expression and greater purpose. I am interested in the use of game design mechanics to tell stories that matter.

## SKILLS

- DESIGN: Game Design (level design, mission design, narrative design, gameplay design), UI/UX design, Graphic design and illustration, 3D design and modeling.
- SOFTWARE: Game Maker, Unity, Unreal, Maya, Blender, Substance Painter, Adobe Photoshop, Illustrator, Premier, InDesign, XD,
- Programming: C#, HTML, CSS, Javascript
- LANGUAGE (proficient): English and Chinese.

## CONTACT DETAILS

608-338-2027  
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Instagram @msmonicattie

## EDUCATION

DEPAUL UNIVERSITY Chicago,IL  
MFA in Game Design and Interactive Media  
2018-2020

UNIVERSITY OF WISCONSIN - MADISON  
BFA in Studio Art and Gender Women  
Studies  
2012-2018

## AFFILIATION AND CERTIFICATION

- Treasurer, IGDA anti-censorship committee, Nov 2018-
- Game Art Boot Camp with an environment art focus. Apr 2018 - Aug 2018

## GAME PROJECTS

### Caterday -- an anti dating sim

Solo developer Sep-Nov 2018

- A decision based visual novel made in game maker
- Create humorous 2D images for the game
- Create gameplay mechanics inspired by dating sims

### Unknown Dreams

Narrative designer and game artist Mar 2019

- An endless runner game made during 72 hours train jams.
- Create the background stories and all the game asset
- Work with programmers to ensure all the assets implemented correctly in Unity 2D
- Work with game designer and sound designer to ensure the overall style
- Demonstrate the game at GDC expo booth.

### Half Moon Full

Level designer and puzzle designer Jan-Mar 2019

- An alternative reality game based in Chicago
- Develop and Create lore and background information for the game using historical information
- Design 3 set of image-based puzzles for the game
- implement social media as part of the core gameplay
- Conduct playtesting with students from U-Chicago

## WORK EXPERIENCE

### DESIGN AND PRODUCTION INTERN

Phosphor Game Studio| Jun 2019- |Chicago, IL

- Level design using Unreal for upcoming game projects.
- Manage production process using JIRA
- Work with game designer and update game design document using Confluence
- Prepare documentation to submit to the publisher during milestones
- Manage QA tasks and generate usage reports.

### TEACHING ASSISTANT

Depaul University | Jun 2019 - Aug 2019 | Chicago, IL

- Teach students from Chicago Housing Authority game design class.
- Teach design principles as well as how to use Unreal and Blender building game levels.

### QA TESTER

Twinrayj Studio | Jan 2019 - Jun 2019 | Chicago, IL

- Test IOS port for upcoming mobile games
- Evaluate the monetization structure after release

### LEAD GAME AND PRODUCT DESIGNER

STRUT Learning | Jan 2019 - Apr 2019| Chicago IL

- Lead a team of 3-4 designing a game app that teaches 1-6 grades social-emotional learning (SEL)
- Work with marketing team prepare for the crowdfunding campaign
- Work with education specialists to ensure the application meets curricula requirement for public schools In America