Game creator, writer, and multimedia artist based in Brooklyn, NY/Shenzhen, China.
Making interactive mysteries and dreamlike spaces.

HARPER SHEN

harpershen123@gmail.com
harpershen.org
harpsi.itch.io

SELECTED PROJECTS

And Then We Go Party at the Shore (2025-Ongoing)
Project Lead, Creative Director, 3D Artist, Sound Designer
An unannounced narrative adventure game set in handcrafted, surreal storybook worlds.
Led a team of four; designed branching NPC narratives; built 3D environments in Blender with sampled real-world textures to recreate a fabricated, tactile aesthetic; composed the game's soundscape in Ableton Live.

10 Games We Played on Long Car Rides and in Standby Lines at Disney (2025-2026)
Solo Creator
NarraScope 2026 Showcase *Best Narrative* Shortlist
An interactive fiction work that blends a folk game collection, travel journal, and hidden footnotes into a piece of personal meta-commentary. Designed and written in Twine.

Sun Burnt My Hands (2025 - Ongoing)
Solo Creator
A surreal, film-noir adventure visual novel; selected to be part of NYU Spring Showcase 2025.
Built iterative prototypes (Google Slides, Twine, Unity) using an art pipeline that combined hand-crafted clay models with digital collages, alongside a narrative informed by psychoanalysis and trauma studies, and a conceptual devlog series.

EXIBITIONS

Game Developers Conference, San Francisco, CA, United States (2026)
NYC Werqwise Showcase, *And Then We Go Party at the Shore*

A Space, Brooklyn, NY, United States (2025)
"Verifying Identity…Please Log In" Showcase, *"I" at the Heart of the World*

boshi's place, Brooklyn, NY, United States (2025)
"Games and Adaptation" Showcase, *Hero in a Vaccum*

Indiepocalypse, Online Gallery (2025)
Volume #63, *Archive Fever*

Game Poems Magazine, Online Gallery (2025)
Game Poems Community Showcase #1, *The Spirit of the Ants*

FEATURES & REACH

Games published on itch.io have reached 12k+ total downloads
Let's Play videos featuring my work have reached 132k+ views and 77k+ likes across YouTube, RedNote, and Bilibili
Work featured by curatorial platforms and blogs such as *Warp Door* and *Find Nice Games*.

EXPERIENCE

IDEAS Camp Education, Suzhou, China (2025)
Summer Camp Workshop Teacher
Taught board game and digital game design classes to grade school students during a 2-week camp session. Led class activities and delivered lectures on game-making history and techniques.
Designed course curriculum, worksheets, and instructional materials.

Culture Podcast *Half-Real Playground*, Online (2023-2025)
Leading Podcaster, Producer
Founded a video game podcast with five other people; co-hosted three episodes and led theory-driven discussions on narratives and aesthetics in games.Designed the podcast's logo and concept art.

EDUCATION

New York University, New York, United States (2022-2026)
BFA in Game Design, Minor in Creative Writing and Comparative Literature.