# HARPER SHEN

## GAME DESIGNER · WRITER · MULTIMEDIA ARTIST

Brooklyn, NY · 914-227-4003 · harpershen123@gmail.com · harpershen.org

## EDUCATION

**New York University, New York, USA (2022-2026)**

BFA in Game Design, Minor in Creative Writing and Comparative Literature.

Dean's List 2022 – Present.
Relevant Coursework: Capstone, Project Studio, Fiction Workshop, Game Studies, Theory Seminar, Translation Theory

## SKILLS

### TOOLS

| | |
|---|---|
| Unity/C# | Adobe Creative Suite |
| GameMaker | Procreate |
| UE5 | DaVinci Resolve |
| Twine | Figma |
| Yarn | Maya |
| Processing | Blender |
| Github | Ableton Live |
| Spreadsheets | Audacity |
| Notion | GarageBand |

### OTHER SKILLS

| | |
|---|---|
| Writing | Critical Theory |
| Illustration | Rapid Prototyping |
| 2d Animation | Project Management |
| Visual Design | Image Editing |
| Sound Design | Video Editing |

### LANGUAGES

English
Mandarin

## MERITS

### GAMES

Works selected and featured in online galleries like *Indiepocalypse* and *Warp Door*.

Works exhibited at Boshi's Place and the NYU Game Center Spring Showcase.

### OTHER

Short story "About Blood Pressure" published in the literary press *Yanwu*.

Short film *Advanced Animal* selected as a Semi-Finalist at the 2021 Indie Short Fest.

## 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. Delivered lectures on game-making history and techniques, assisted group projects and 3D printing, and led class activities.
- Designed course curriculum, worksheets, and instructional materials.

**Half-Real Playground, Online (2023-2025)**
*Leading Podcaster, Producer*
- Founded a video game podcast with five people; co-hosted three episodes and led theory-driven discussions on narratives and aesthetics in games.
- Helped organize weekly meetings, set up recording sessions, and kept team communications on track; also designed the podcast's logo and concept art.

**Perfect World Co., Ltd., Bejing, China (2023)**
*Production Assistant Intern*
- Assisted in the development of a promotional video by creating detailed storyboards with spreadsheets and design tools.
- Researched and experimented with AI-generated music using *Mubert*, producing and organizing a library of 500+ tracks by genre for potential use in projects.

## SELECTED WORKS

**Sun Burnt My Hands (2025 - Ongoing)**
*Solo Developer*
- A surreal, film-noir adventure visual novel made in Unity; invited to showcase at NYU Spring Showcase.
- Built iterative prototypes (Google Slides, 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.

**Hero In A Vacuum (2025)**
*Solo Developer*
- An absurdist theater sim toybox game adapted from the film *Rango*; handled all design, programming, art and animation; showcased at Boshi's Place.

**Just a Fishing Game (2024)**
*Project Lead, Producer, Sound Designer, Trailer*
- A 4th-wall breaking psychological horror game disguised as a retro fishing game.
- Produced a four-week team project with six collaborators, creating all in-game audio and a trailer while facilitating cross-discipline collaboration from concept to completion.

**the flower monster ate my mother (2023)**
*Solo Developer*
- A RPG-maker style 2d horror game made for Scream Jam 2023.
- Handled all design, programming, art and music; created short collage films for the endings; awarded 4th place in Story out of 496 entries.