

Yuhua Xiao

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Education

Sep 2022 - Apr 2026

Sheridan College | Oakville, ON, Canada

Honor Bachelor of Game Design

Sep 2015 - May 2019

Niagara College | Welland, ON, Canada

Mechanical Engineering Technology



Work Experience

May 2024 - Aug 2024

Tencent Co. Ltd | IEG Group - Sirius Publishing

Game Operation Intern

- Conducted in-depth analysis of anime games, delivering three specialized competitive reports to support operational strategies.
- Designed five character costume themes based on user research, with some adopted for release; contributed to six character mechanism designs for game optimization.
- Conducted quality control and content validation for five different global game versions, ensuring smooth releases.

Dec 2019 - Jul 2022

Aspen Laminating

Computer-Assisted Residential Interior Designer

- Designed and modeled custom 3D residential interior layouts, ensuring client specifications were met.
- Maintained cross-functional team communication, delivering high-quality results on schedule.

Jan 2018 - Aug 2018

WAMIC Research Center

Computer-Assisted Designer Intern

- Independently created 3D models and collaborated with the production team to ensure design feasibility.
- Adapted to fast-paced project requirements, delivering high-quality models on tight deadlines.

May 2017 - Dec 2017

Tradewood Industry

Computer-Assisted Designer Intern

- Designed and optimized 3D models for large-scale product manufacturing projects.
- Improved product quality by implementing design adjustments based on feedback from production teams.
- Contributed to seamless project execution through effective collaboration with engineers and designers.



Project Experience

Unseen Tracker | 1v1 Asymmetric Multiplayer Game

UI Designer, Level Designer

- Designed a 1v1 asymmetric gameplay mode centred around "detection," enhancing player strategy and engagement.
- Created intuitive UI components using Photoshop, improving player experience and accessibility.
- Designed and created school-based dynamic levels, enhancing narrative immersion.

Enchanted | Narrative-Driven Level in Minecraft Education

Level Designer

- Built an exploratory level with narrative-focused mechanics, encouraging players to engage with poetic themes.
- Designed interactive elements to enhance the narrative, enabling a deeper understanding of the game context.

Change the Channel | Unity Minigame

Programmer, 3D Artist

- Programmed double-ending functionality, increasing player engagement and replayability.
- Modelled and textured 3D assets, contributing to a polished and immersive game experience.



Portfolio Website

Website Link: <https://www.gabrielxiao.com/>



Personal Skills

- **Software Tools:** Unity, UE 4/5, Maya, Substance 3D, Photoshop, Premiere Pro, AutoDesk.
- **Designer Skills:** Mechanics design, level design, prototyping, Flowchart, FSM diagrams, game loop design.
- **Collaboration:** Kanban, Jira, Miro, cross-departmental communication, GitHub.
- **Languages:** Mandarin(first language), English (Professional - 7.5 IELTS).



Personal Summary

- Proficient in both Chinese and English, with extensive experience in game design and competitive analysis in international environments.
- Experienced in level design and game prototyping, skilled in level construction and game system implementation, and capable of rapidly developing playable prototypes to validate design concepts.
- Strong communication skills, able to accurately and efficiently convey information, ensuring team alignment on design goals and facilitating smooth project execution.
- Extensive teamwork experience, capable of quickly adapting to team environments, integrating into cross-functional teams, and driving projects to high-quality completion.



Gaming Experience

Mobile Games: Least month, max years of game experience

- JPRG, Rhythm, Tower Defense, MOBA etc.
- Titles: Wilf Rift, Arkknights, StarRail, Nikke, Cytus etc.

PC Games: Years/hundred hours of game experience

- Online games, MOBA, Action, TPS & FPS etc.
- Titles: League of Legends, Naraka - Bladepoint, Baldur's Gate 3, CrossFire etc.

Console Games: 60 to hundred hours of game experience

- Soul/Soul-like ARPG, TPS, FPS, RPG, ACT etc.
- Titles: Dark Soul, Elden Ring, Black Myth: Wukong, NIOH, Sekiro, Bloodbrone, Armor Core etc.
- Titles: Cyberpunk 2077, Biohazard & Resident Evil, God of War, TitanFall, The Last of Us etc.
- Titles: Call of Duty, Monster Hunter, Back for Blood, Horizon etc.