

# xinran ma

## game designer

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portfolio

MISSISSAUGA, ON 647-779-6669

### PROFILE

Passionate about creating engaging and UX oriented moment-to-moment gameplay. Experienced in working with rapid prototyping and various diverse team environments. Driven and constantly improving upon previous design iterations to create meaningful work.

### EDUCATION

#### Honours Bachelor of Game Design

Sheridan College | 2017-2021

#### Regional Visual Arts Program

Cawthra Park S.S. | 2013-2017

### TOOLS

- Unity3D
- Microsoft Suite
  - Word
  - Excel
  - Powerpoint
- Maya
- Adobe Suite
  - Photoshop
  - Illustrator
  - After-Effects

### DESIGN

- AGILE Development
- Rapid Prototyping
- Game Documentation
- Focus and Control Playtesting

### HOBBY

- Psychology
- Philosophy
- Food & Travel
- Drawing and Painting
- Video Editing/Motion Graphics

### EXPERIENCE

#### Game Design Society Executive

Sheridan College | March 2019 - Present

- Coordinated game-related weekly events for the Game Design Program students.
- Promoted networking amongst a diverse group of students by gamifying the event-going experience.
- Collaborated with fellow executives to establish multiple successful events, on average turnout of 50 people each.

#### Freelance Illustrator & Motion Graphics Artist

Various Conventions | May 2016 - Present

- Self-produced and sold over 5,000+ prints and related merchandise, totalling in over \$10,000 in net profit as of date.
- Created various types of motion graphic Music Videos to content creators and Youtube singers. Amassed a total of 500,000+ views amongst all commissioned work.
- Demonstrates self motivation and strong work ethic.

### PROJECTS

#### Types of Romance

Individual Project | October 2018 - Present

- Submitted and showcased project to various game events such as BitBazaar, Toronto Comics Art Festival, and Sheridan Student Showcase.
- Participated in the design, code and art of this project.
- Received praise and donations from developers and players alike who have shown interest in our game.
- Demonstrated rapid prototyping skills and ability to iterate upon playtest results.

#### Relationship Goals

Sheridan College | February 2019 - March 2019

- Designed, playtested, and used rapid prototyping to create a two-player co-op competitive card game in 2 weeks of time.
- Participated in the design, documentation and the graphic design aspects of the project.
- Demonstrated strong communication and worked effectively with a diverse group of designers.