

Alison Yuanxin Huang

Portfolio: drazillion.wordpress.com

Games: drazillion.itch.io

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Game Generalist

SKILLS

Unity	Google Suite
Twine	Photoshop
Ren'py	Illustrator
C#	Piskel
CSS	Maya
Slack	Blender
Discord	Asana

RECENT GAMES

Two Unannounced Games

Acetylene - PC

Terrarium - PC

Ah!! My Roommate is a

Succubus Hellbent on World

Conquest!! - PC

As Cold As The Grave -

Browser, PC

A Light Is Shining There -

Browser, PC

REFERENCES

Available upon request

EXPERIENCE

PlayReactive - Workshop Facilitator

January 2019

I assisted PlayReactive with their Games Workshop as part of Consent Festival. As part of this, I led one of the games that were used in the workshop.

Game Developers of Australia - Moderator

November 2018 - Present

I help moderate the Games Developers of Australia (GDAU) Discord server, a community with over 600 members, to make sure everyone feels safe and welcome.

Spree Entertainment - Quality Assurance

August 2018

I did quality assurance for Fiend Legion, making sure that the game was working as intended, documenting any bugs I found along the way. I also provided feedback.

Watercress Studios - Project Lead and Producer

July 2018 - Present

As a project lead and producer for an unannounced game, I make sure that the whole team is on track, as well as organising meetings. The health of my team is of utmost importance, and I do reschedule tasks when they interfere with their wellbeing.

Opaque Space - Quality Assurance

December 2017

I did quality assurance for Earthlight Lunar Hub. Alongside other volunteers, I playtested the whole experience to see which parts were engaging, and working as intended.

Watercress Studios - 2D Artist

November 2017 - Present

For this role, I draw concept, character, and background art, for various visual novels. Many of these visual novels are done over the course of a single month for game jams. This means I have to be quick and efficient. My character art workflow takes into consideration that I have to draw various iterations for different expressions.

EDUCATION

Bachelor of Design (Games) - RMIT University, Melbourne

March 2015 - December 2017

This degree taught me a well rounded set of industry relevant skills. I was involved in the development of a multitude of games, in roles from Level Designer to 2D Artist to Programmer to Producer. I graduated from this degree with distinction.