

# Anni Dai

Email: znh0512@gmail.com

Tel: +86 13851662323

## HIGHLIGHT OF QUALIFICATIONS

- Proficient in using game development tools, including Unreal Engine 5, Maya and ZBrush, and proficient in game design and development.
- I have completed several projects at SCAD and have mastered the entire process from conceptual design to realization.
- I have developed and co-developed several games independently: Fishbowl Follies, WhaleFall Haven, and participated in international exhibitions such as Gamescom 2023 and Tokyo Game Show 2025.
- Longstanding writing habits and narrative passion provide a unique perspective on worldview building and plot design in games.
- Studying in the US since the age of 14 and participating in international exhibitions and events with developers and audiences from around the world.

## EDUCATION

### Peninsula Catholic High School

Aug 2016 - May 2020

### Auburn University

AL, US

#### Interior Design

Aug 2020 - May 2022

### Savannah College of Art and Design

GA, US

#### Interactive design and game development

Aug 2022 - May 2025

- Relevant Coursework: Introduction to Game Development, Digital Design Aesthetics. Core Principle Programming, Core Principle Game Design, Core Principle Game Tech, Applied Principle Game Design, Applied Principle Game Tech, Applied Principle:Game Art, Game Development Studio I & II, Game Development Postproduction | GPA: 3.0/4.0
- Dean's list: Fall 2022, Winter 2023, Spring 2023, Fall 2023, Winter 2024, Spring 2024, Fall 2024

## INTERNSHIP EXPERIENCE

### Ayacat Games

US

#### Narrative Designer & Level Designer

Oct 2023- Aug 2024

- Collaborate with narrative designers to implement branching storylines in game engines.
- Write tool tip and related dialogue assets.
- Work with the art team to integrate cinematic experience in game.
- Assist in QA reviews and feedback loop, and reporting to task stakeholders.

## PROJECT EXPERIENCE

### Fishbowl Follies

Mar 2024

- Led the conceptual development of a turn-based strategy board game, working with a team of four students to design engaging and competitive mechanics.
- Created a structured rules system that incorporates resource management and player interaction mechanics to ensure depth and replayability.
- The game was successfully demonstrated at a school showcase and received positive feedback from teachers and peers.
- More than 5 playtests were conducted with players of different specialties, and the mechanics were constantly modified based on feedback to enhance balance, fairness, and engagement.

### Subway terror

Aug 2024

- Sole developer of a first-person shooter horror game developed entirely in Unreal Engine 5, responsible for gameplay programming, AI implementation, and level design.
- Developed a dynamic AI enemy system that automatically follows the player, implementing pathfinding and attack mode mechanics.
- Designed and animated a movie intro sequence using UE5's Sequencer to enhance storytelling and player immersion.
- Multi-layered sound design is created by integrating 3D spatial audio, ambient sound cues and adaptive horror music to enhance tension and atmosphere.

### Vertical Escape

Aug 2024

- Designed and built a high-intensity urban parkour game prototype, creating a gray box level that simulates real motion physics and vertical movement mechanics.
- Developed character animation systems including motion blending, inverse kinematics, and seamless climbing/jumping transitions to ensure smooth movement and responsiveness.
- Interactable elements such as zip-lining, wall-running and ledge-grappling were implemented to add variety and skill-based gameplay progression.
- Conducted multiple playtests to refine gameplay balance and ensure player satisfaction.

### WhaleFall Haven

Oct 2023

- The narrative design of a story-driven interactive adventure game crafts an emotionally deep branching storyline that reacts to the player's choices.
- Coordinated with a 10-person team to refine game pacing, visual narrative, and voiceover integration.
- The game was successfully showcased at the China Game Show, where 30+ pieces of player feedback were collected to improve narrative pacing and interactive elements.

#### Waggle Jan 2025

- As Level Leader, led the development of a UE5-based adventure narrative game, overseeing level design, quest management, and core game mechanics.
- Designed and implemented the complete game narrative, writing all in-game dialog, leading the player through different branching story endings, and ensuring deep immersion for the player.
- Developed the entire game system, including game mechanics, core loops, and combat systems, balancing enemy AI behavior with player abilities.
- Managed multi-disciplinary teams, assigning daily tasks through a structured task tracking system to ensure efficient workflow and timely completion of milestones.

#### Bubble Frog Blast! Jan 2025

- As part of the 2025 Global Game Jam, a level layout was designed and a grey box built for a fast-paced, arcade-style platformer in 48 hours.
- A procedural level progression system was implemented to ensure dynamic generation of rooms, enemy generation and item placement to enhance replayability.
- Work closely with the game programming team to integrate player abilities, enemy AI, and environmental hazards into procedurally generated maps.
- Modular level generation logic was developed to allow players to randomly shift the map layout when entering a room.

## SKILLS

---

■ Unreal Engine 5  
 ■ Maya  
 ■ Photoshop

■ Unity  
 ■ After Effects  
 ■ Illustrator

■ Procreate  
 ■ Substance 3D  
 ■ ZBrush