

# Yuan Xiao (Joel)

## Game Interaction Designer

 [portfolio](#)

I blend creativity with engineering, using interaction design to shape players' emotional arcs. I balance clarity, aesthetics, and usability—finding order and tension between them—to create experiences that feel natural, immersive, and replayable.

 236-967-4988

 [yxa134@sfu.ca](mailto:yxa134@sfu.ca)

## Education

### Bachelor of Arts in Interactive Arts & Technology, Simon Fraser University

09/2021 – Present

**Coursework:** Game Design, Interaction Design Methods, Interface Design, Web Design & Development, Mobile Computing, Advanced Game Design, User Experience Design, Immersive Environments.

## WORK EXPERIENCE

### UX Intern · Lilith Games

06/2025 – 09/2025

- Mastered the end-to-end interaction requirements workflow: joined kick-off meetings, created requirement tickets, aligned scope, produced interaction specs, and annotated key concerns for each function (UI, Programming, VFX), coordinating delivery across teams.
- Delivered interaction design solutions: independently turned design briefs into detailed flows and wireframes; iterated repeatedly with Design, UI and Programming; submitted final specs and drove implementation and acceptance to ensure usability and alignment with product goals.
- Figma & competitive analysis: built and maintained Figma files and component libraries to improve collaboration; conducted hands-on competitor playtests, systematically captured information architecture and interaction patterns, and compiled reference docs.

## PROJECT EXPERIENCES

### VR Developer & 3D Modeler · *Beyond the Horizon* (VR Game)

01/2025 – 04/2025

- Focused on front-end gameplay and interaction visuals: built interactive UI and scenes in Unity; tuned lighting and audio to enhance immersion and approachability, improving overall UX.
- Created high-fidelity 3D environments and props: independently modeled and textured the bedroom set and key interactive items to strengthen narrative atmosphere.
- Implemented core interactions and systems: wrote C# scripts for collision detection, item pickup, and memory-trigger mechanics in VR; continuously optimized performance to maintain smooth framerates.

### Game Designer & Narrative Lead · *Escape* (Multiplayer Board Game)

10/2024 – 12/2024

- Adapted an original script into a strategy-heavy multiplayer board game combining hidden roles, staged progression, and narrative event cards.
- Authored 40+ event/character cards; iterated through multiple playtests to tune rewards and balance, elevating player experience.
- Designed the map and card mechanics; defined player movement, camp interactions, and the risk/"FEAR" pursuit logic to sharpen risk-reward decisions each turn.

### Web Developer · SFU Climate Community Interactive Site

02/2024 – 04/2024

- Built a multi-page responsive website with semantic HTML & CSS.
- Improved accessibility and interaction details to deliver a consistent, friendly experience across devices and browsers.
- Ran multiple test-iterate cycles; collected stakeholder feedback, refined layouts and visual hierarchy, and continuously improved usability.

## SKILLS

- Systematically manage the interaction design lifecycle from insight → prototyping → implementation, maintaining pace and quality, and driving cross-functional collaboration to deliver on time and to a high standard.

### Design

### Development

Figma

Premiere Pro

After Effects

HTML & CSS

JavaScript

Illustrator

Photoshop

Maya

Unity