

Aaron Min

Game Designer / UX Designer

[Portfolio](#) 

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Education

Carnegie Mellon University - 2023 ~ EXP. 2025 - Master of Entertainment Technology (ETC)

University of Utah - 2018 ~ 2022 - Bachelor of Science in Games (EAE)

Experience

UGC (User Generated Content) Designer (Intern)

Garena - *Free Fire* - 2024.5 - 2024.8

- Improved the User Experience for the Object Inspector in Craftland Studio, the custom map editor for Free Fire, and wrote concise descriptions for each official object that includes built-in functions.
- Designed and developed a custom map named *Marble Race* in Craftland Studio. Post-launch, conducted thorough analysis of user data to gather insights for future improvements.
- Created a variety of new gameplay objects for incorporation into the editor.

Game Designer & Level Designer & Producer

Revenge of the Killer Octopus - PC / Steam - 2021.10 ~ 2022.5

- Designed core mechanics including an 8-gun shooting system, integrated possession and grapple mechanics.
- Blockmeshed Research Lab Level in UE4 and collaborated with environment artists to refine it.
- Co-produced the third-person shooting game in 2 semesters with a team of 24 people.
- Coordinated three external playtesting events, constructed surveys, and communicated actionable feedback to the team.
- Launched the game on Steam, receiving over 80% positive feedback rate.

Game Designer & Programmer

Bee Careful - PC, Tobii Eye-tracker

- Designed and iterated unique abilities for each character, fully exploring the potential of asymmetrical competition and eye trackers.
- Completed all the gameplay programming work using C# in Unity.
- Iterated 12 versions of game values to achieve game balance.

Game Designer & Programmer

Time Will Tell - VR / Meta Quest

- Designed and produced this VR puzzle game in two weeks.
- Implemented 3 puzzles that I designed using C# in Unity.

Skills

- Unreal - Unity - Godot - Blueprint - C# - Python -
- Excel - Perforce - Git - JIRA -
- Adobe Illustrator - Figma - Miro - PowerPoint - Blender -