Xi YOU (Merriphel)

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EDUCATION

Teesside University — United Kingdom
BA (Hons) Concept Art — Sep 2024 – Jul 2027

- Top UK institution for Game | Expected First-Class Honours;
- Core Academic Focus: fantasy character design, narrative visual development, world-building, game environment & boss-battle concept art.

PROFESSIONAL EXPERIENCE

Game Design Intern | TRISCRIPT Game Studio (Independent Indie Game Developer) | Jun 2026 – Jul 2026

- Conducted market research on popular mainstream games, disassembled game frameworks and core systems following professional industry analytical standards;
- Designed a complete original core gameplay loop, iteratively refined game mechanics by deploying AI prompt optimisation workflows;
- Hand-drawn original character sprite assets, integrated visual resources through multiple design iterations, and delivered a fully playable HTML browser mini-game demo published publicly on itch.io.

GAME PROJECT EXPERIENCE

Team Lead & Lead Concept Artist | Academic Group Project *The Gearspire* | Sep 2025 – Jan 2026

- Managed team task allocation, tracked progress, mediated creative conflicts and aligned project standards with tutors; organised presentation rehearsals and storyboard seminars for final review;
- Developed full steampunk fantasy worldview, created world map layout and core gameplay system;
- Designed protagonist Chimera's full set of assets: character concept, movement logic, weaponry, promotional poster, merchandise, attack VFX and behavioural animations;
- Conceptualised antagonist mechanical dragon boss, customised exclusive boss combat rules, attack patterns and interactive terrain; sketched key CG storyboards for the boss-fight sequence.

2D Artist | 2026 Global Game Jam, Project *Unbreathable* | Jan 2026

- Illustrated cutscene and ending CG art, produced animated victory cinematic sequences;
- Drew walk-cycle sprites for human and canine playable characters, delivered partial interactive UI assets.

Visual Artist | 2026 CIGA Game Jam, Project *Debt of the Deep* | Jul 2026

- Contributed core thematic concepts and participated in iterative gameplay optimisation;
- Designed stylised aquatic enemy creatures, drew key frames and utilised AI for in-betweening to complete swimming animation cycles;
- Collaborated with teammates on title logo, split weapon sprites and interactive UI design.

Concept Artist / Level Designer | 2026 USC Shanghai Summer Program, Project *Dog of War* | Jul 2026

- Established overall visual tone, co-designed core gameplay and level layouts with iterative sketch drafts;
- Composed original background music for rhythm-game sub-concept using FL Studio during brainstorming;
- Created all narrative CG assets: cover art, loading screens, ending illustrations and four-panel comics;
- Constructed low-poly 3D models and hand-painted matching texture maps;
- Designed UI elements and animated pop-up transition effects.

AWARDS & HONORS

- **Bronze Award** | 2026 SGADC Singapore Art Design Competition

TECHNICAL PROFICIENCY

- **Software:** Photoshop, Blender, Office; ZBrush, Substance 3D Painter, AE, FL Studio, CapCut, Unity, UE5;
- **AI Tools:** ChatGPT, Codex, Claude Code, Kling AI, Suno AI (art, animation & audio production);
- **Interests：** Fantasy literature, game concept art, digital painting, creative writing, model craft, BJD photography, worldbuilding, equestrian, archery, Latin dance.