

Charlotte (Mengyan) Guo

Game Designer & Project Manager

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🔗 <https://charlotteguoguo-summerfungus.weebly.com/>



Education

ArtCenter College of Design
Entertainment Design: Games

September 2021 - May 2025
Bachelor of Science with Business Minor

Internship

Super Sweet Tech
Game Design Intern

July 2023 – September 2023
Shanghai

- Game Designer: Enhance player immersion through interactive experience polishing. Refine the game's world-building.
- Project Manager: Cross-departmental communication and project progress follow-up.

Projects

Underhazer
<https://underhazer-official.weebly.com/>

September 2024 – May 2025

- Team Scale: 21 people
- Producer: Responsible for personnel management, overseeing project processes, making design decisions, and version control.
- System Designer: Responsible for the system and gameplay design for the electronic pet weapon with different heads, the process-recording memory board, and the final boss fight.

Bone Hunter
<https://bonehunter.framer.website/>

January 2024 – May 2024

- Team Scale: 24 people
- Project Manager: Responsible for management, communication, and coordination with the external school's technical team.
- Localization: Responsible for Chinese localization based on the design understanding of the project.

Mini Jam 123: Web
<https://itch.io/jam/mini-jam-123-web/rate/1869358>

January 2023

A puzzle game was created by two game designers and one artist within 72 hours.

Awards

IndiePlay 2024 Best Student Game Nomination
WePlay Expo

November 2024

Skills

Game Design

System Design, Gameplay Mechanics, Worldbuilding, Documentation, and Prototyping.

Technical

Unity, C# Programming, Unreal Engine, GitHub, Perforce, Photoshop, Maya.

Office Efficiency

HanSoft, Confluence, Trello, Slack, Figma, Miro Board, Microsoft 365.