

YEN CHUN LIN

Game Designer | Technical Designer

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PROFILE

London-based Game Designer and Technical Designer with hands-on experience turning tabletop rules into digital game states, player actions, UI behaviours, and test cases. Created and self-published Hegemony of FAITH, a 4-8 player party card game released in Chinese and English and sold at UK Games Expo 2024 and SPIEL Essen 2024. Now testing its creator-side Board Game Arena adaptation in private alpha and refining the implementation through player feedback. MA Games Design graduate from University of the Arts London.

CORE SKILLS

Game Design

Mechanics & systems design, party-game interaction, faction asymmetry, player psychology, balancing, playtesting

Prototyping & Tools

Unity, C#, Board Game Arena Studio, HTML/CSS, JavaScript, Python basics, Git, Perforce; documentation, test cases, bug reports, and edge-case analysis; AI-assisted tools for documentation and prototype review

Technical Design

Turn flow, rule logic, player states, edge-case handling, action validation, UX flow, multiplayer digital adaptation

Production & Art

Figma, Adobe Photoshop, Illustrator, Clip Studio Paint; self-publishing, rulebook layout, card/component production, print preparation

SELECTED PROJECTS

Hegemony of FAITH — *Original Board Game & BGA Adaptation*

- Designed and self-published a 4-8 player party card game with light strategy elements, built around faction asymmetry, non-elimination play, surrender mechanics, and shifting group control.
- Produced independent Chinese and English editions; managed card layouts, rulebook, iconography, component planning, and print specifications end-to-end.
- Exhibited, demoed, and sold the English edition at UK Games Expo 2024 and SPIEL Essen 2024; gathered direct playtesting feedback from international players at both events.
- Built and continue to test the creator-side Board Game Arena adaptation in private alpha, defining game states, action permissions, turn order, UI behaviour, and edge cases; review bug reports and refine the implementation with invited players.

Commissioned Social Deduction Card Game

- Designed a commissioned social deduction card game for a private client in Taiwan: rules, card structure, and print-ready materials for a limited personal print run.

Unity Prototype Collection — *itch.io*

- Published playable Unity prototypes on *itch.io* — Run Ducks, Booboisie Village, Walking Day, The Origami Room — exploring voting systems, AR physical-digital play, autobiographical interaction, and short-form interaction design.

EXPERIENCE

Independent Game Designer & Producer | *Self-employed* | London, UK

Feb 2021 – Present

- Develop original tabletop and digital game projects from concept through rules design, prototype iteration, visual direction, component production, and public demonstration.
- Iterated Hegemony of FAITH across multiple playtesting cycles, refining multi-faction conflict, non-elimination pacing, trust dynamics, and comeback mechanics with different player groups.

- Prepared English-language game materials including rulebook, quick-reference sheet, card layouts, sale sheet, demo setup, and convention presentation assets.
- Translate physical game systems into digital implementation requirements for BGA private alpha, including game states, action permissions, turn order, UI behaviours, and test cases.

Digital Marketing Executive | *QC Law Ltd.* | London, UK *Feb 2024 – Present*

Founder & Lead Designer | *Flydesign Studio* | Taiwan / Remote *Sep 2009 – Aug 2019*

- Led visual design and front-end delivery for 30+ client projects spanning web, branding, interactive media, and public-facing digital services.
- Delivered interface layouts, visual systems, responsive pages, and production-ready assets for commercial and cultural clients including Taiwan Ministry of Culture projects.
- Managed client presentation, design specification, and developer handoff across the full project lifecycle.

EDUCATION

MA Games Design — Merit *2019 – 2021*
University of the Arts London, London College of Communication

BSc Industrial Design *2004 – 2008*
Tatung University, Taiwan

CERTIFICATIONS & PROFESSIONAL ENGAGEMENT

Technical Artist & 2D Game Artist | ELVTR *2025 | Completed with Distinction*
Invited Talk (Non-degree) | Tainan University of Technology *2022*
Topic: Game development pipelines and creative careers
Exhibitor / Designer | UK Games Expo 2024 · SPIEL Essen 2024 · Taiwan tabletop events

ADDITIONAL INFORMATION

Languages: Mandarin Chinese (native) · English (professional working proficiency)
UK work authorisation: Skilled Worker visa; sponsorship transfer required for a new role.