Emi Y. Sun

Game Portfolio

Emi Sun is an interdisciplinary Game Artist







🛨 🛛 Video Games

2017- experimental "Games"

Including adaptation of existing games, ex.body twister, finger twister



<u>Body Twister</u> 2018



2022

2017- experimental "Games"

creative card games/mechanical toys/interactive installation/interactive performance, etc





<u>The Book of Hug Monster</u> 2018

<u>Window</u> 2021

Game element ex.goal / rule / etc. in multiple media

card games/mechanical toys/interactive installation/interactive performance, etc



<u>Huq Monster</u> 2019

Theme: Touch/connection

Wearable games, interact the clothes to explore each other's bodies.









<u>Soft Game</u> 2021

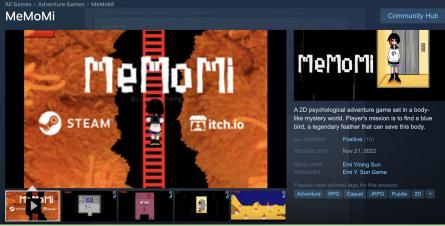
2021- video games design

Art/story/programming

<u>MeMoMi</u> 2021-2022

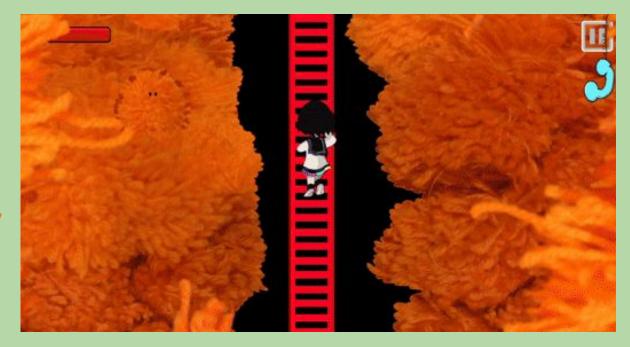
- 🖈 🛛 Top-down 2D adventure game
- ★ 🛛 1.5-2h playtime
- ★ 100% positive on Steam





<u>MeMoMi</u> 2021-2022

 ★ Mixed-media aesthetics
★ Theme "touch"/"self-healing" in interactive narrative

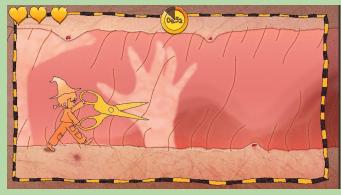


Short-term Game Design study in USC



Future Game Pitch

- protagonist is a body mechanist uses tools to "fix"/"beautify" bodies
- theme of body anxious & self-love





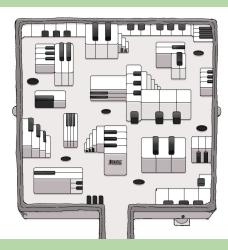


Current Production-Thesis film

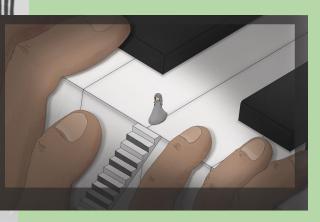
<u>Piano Player</u>

2023-

- ★ Game-like animation
- ★ Game logic in narrative







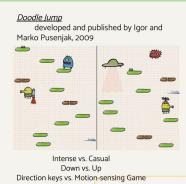
Teaching

Experimental Game Design 2024 at Calarts

 \star Gaming idea apply in student's various practice

\star The interplay of gameplay mechanics & aesthetics









Game Designer Contact







Other Portfolio

