



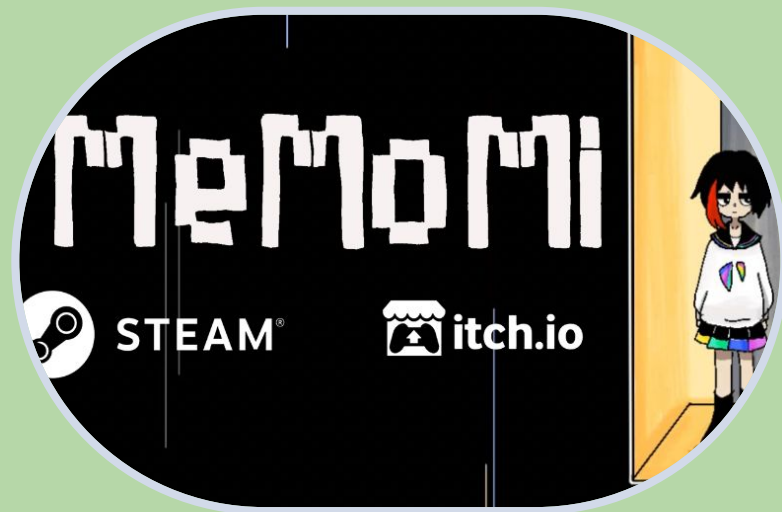
Emi Y. Sun

Game Portfolio

Emi Sun is an interdisciplinary Game Artist



★ Touchable Games



★ Video Games

Touchable Games



Soft Games

2021

Wearable Games/Fashion Design

Performers play the games through touching the clothes along with each other's bodies.

Soft Game

Touchable Games: Soft Games



Soft Game

2021

Touchable Games



Finger Twister

2023

Party Game/Card game

Twisting to connect the fingers with same colors, holding and making challenging poses based on the cards!

[Finger Twister](#)

Touchable Games



Pom-pom Boom!

2020
Card game

When the player draws the Bomb Card, the opponent should grab their hand as quickly as possible.

[Pom pom Boom](#)

Video games

MeMoMi

2021-2022

- ★ Solo development:
Art/story/programming
- ★ Mixed-media aesthetics
- ★ Touching story of a girl who is traveling in her own body to learn self-love.



Video games

MeMoMi

2021-2022

- ★ 1.5-2h playtime
- ★ 100% positive on Steam

- "I think you would be surprised by how heartwarming it really is, assuming you are willing to make that journey."
- "I thought the overall vibes in the game were unlike anything that I experienced before."
- "Damn, was it hard to not hug everyone I see after completing it, (those who finished this game would know why)."

All Games > Adventure Games > MeMoMi

MeMoMi

Community Hub

MeMoMi

STEAM itch.io

A 2D psychological adventure game set in a body-like mystery world. Player's mission is to find a blue bird, a legendary feather that can save this body.

ALL REVIEWS: [Positive](#) (16)

RELEASE DATE: Nov 21, 2022

DEVELOPER: Emi Yining Sun

PUBLISHER: Emi Y. Sun Game

Popular user-defined tags for this product:

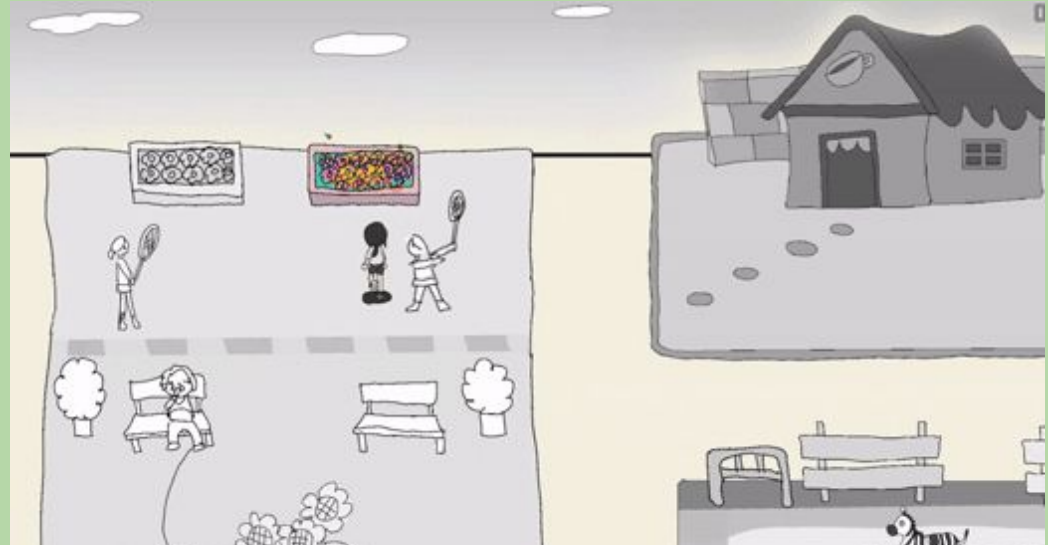
[Adventure](#) [RPG](#) [Casual](#) [JRPG](#) [Puzzle](#) [2D](#) +

Video Game

Colored-In Afternoon

2022

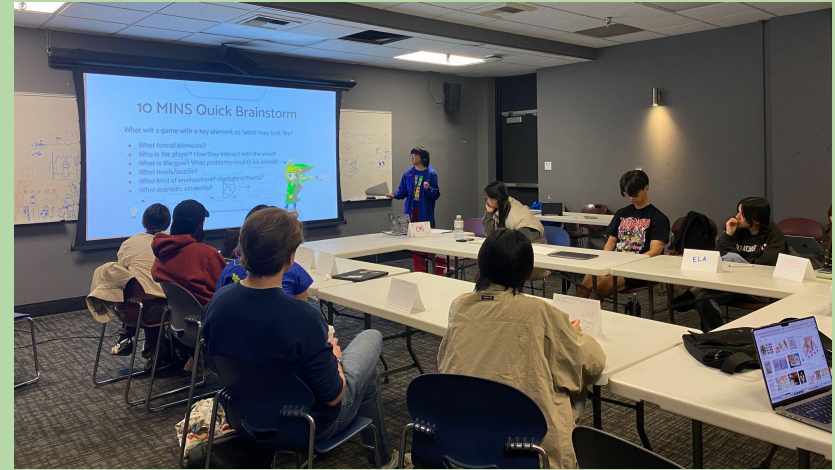
- ★ 3 weeks production
- ★ Made in USC game design program
- ★ Solve puzzles to gradually colorize a black-and-white town.



Teaching

Experimental Game Design 2024 at Calarts

- ★ Gaming idea apply in student's various practice
- ★ The interplay of gameplay mechanics & aesthetics

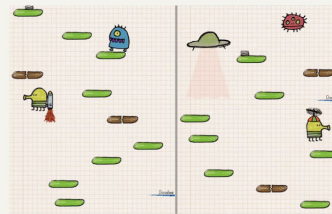


Same formal element

Ns-shaft
developed by Japan's NAGI-P
SOFT company,1990



Doodle Jump
developed and published by Igor and
Marko Pusenjak, 2009



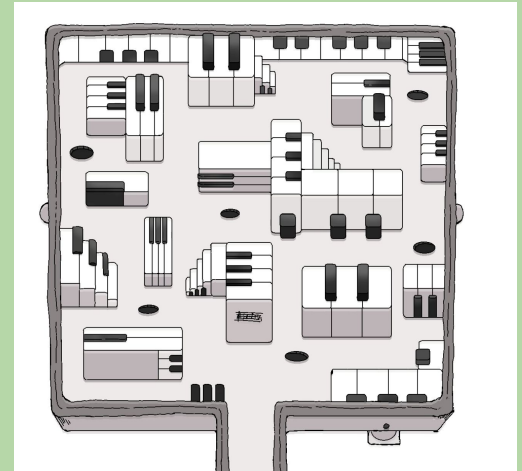
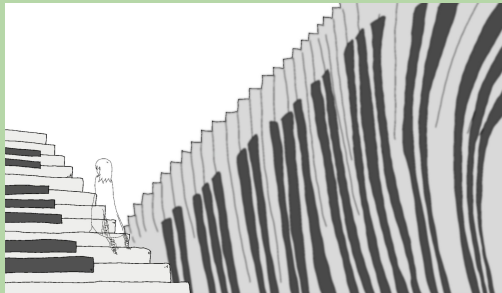
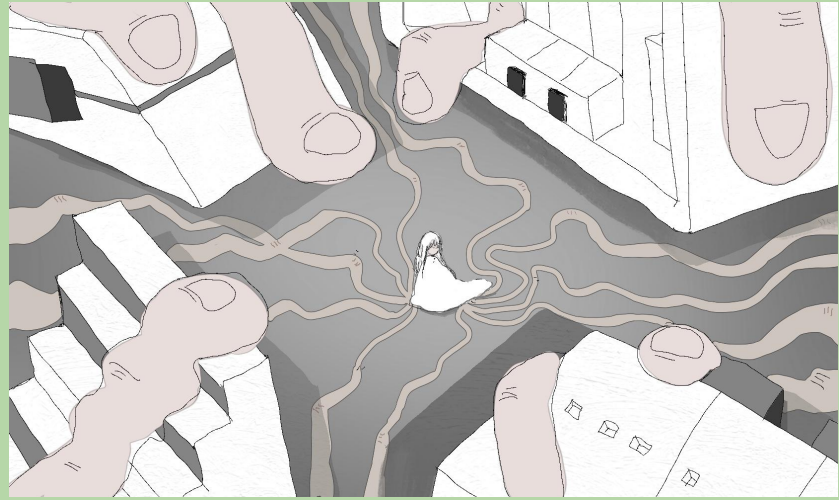
Intense vs. Casual
Down vs. Up
Direction keys vs. Motion-sensing Game

Future Production

Piano Player

2023-

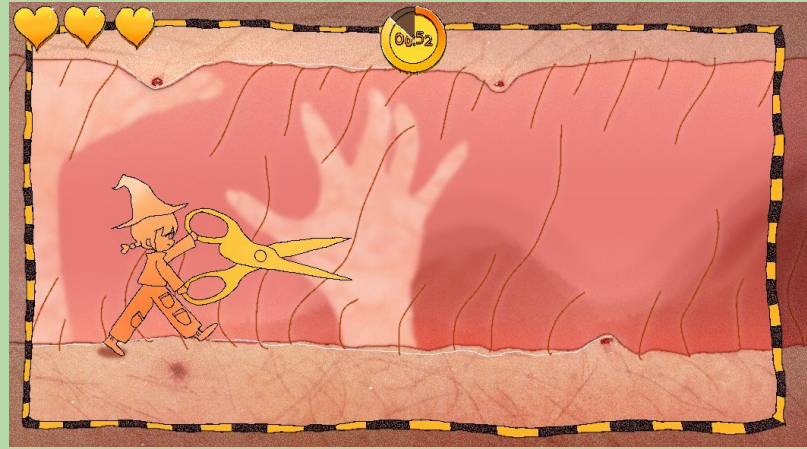
- ★ MFA Thesis, a game-like animation
- ★ A little girl and Big Hand are "playing" on the huge piano, breakthrough game-like stages and collecting notes. However....



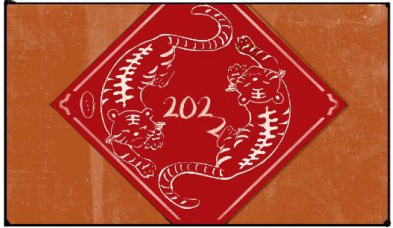
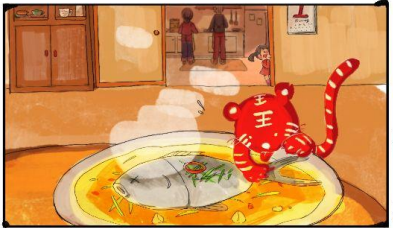
Future Production

Body Mechanist

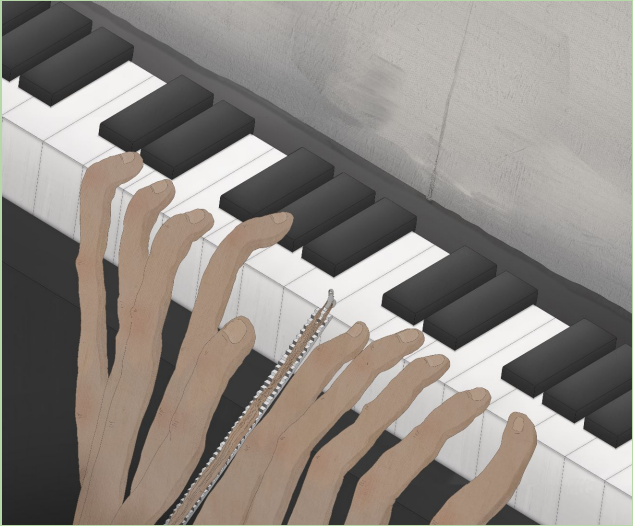
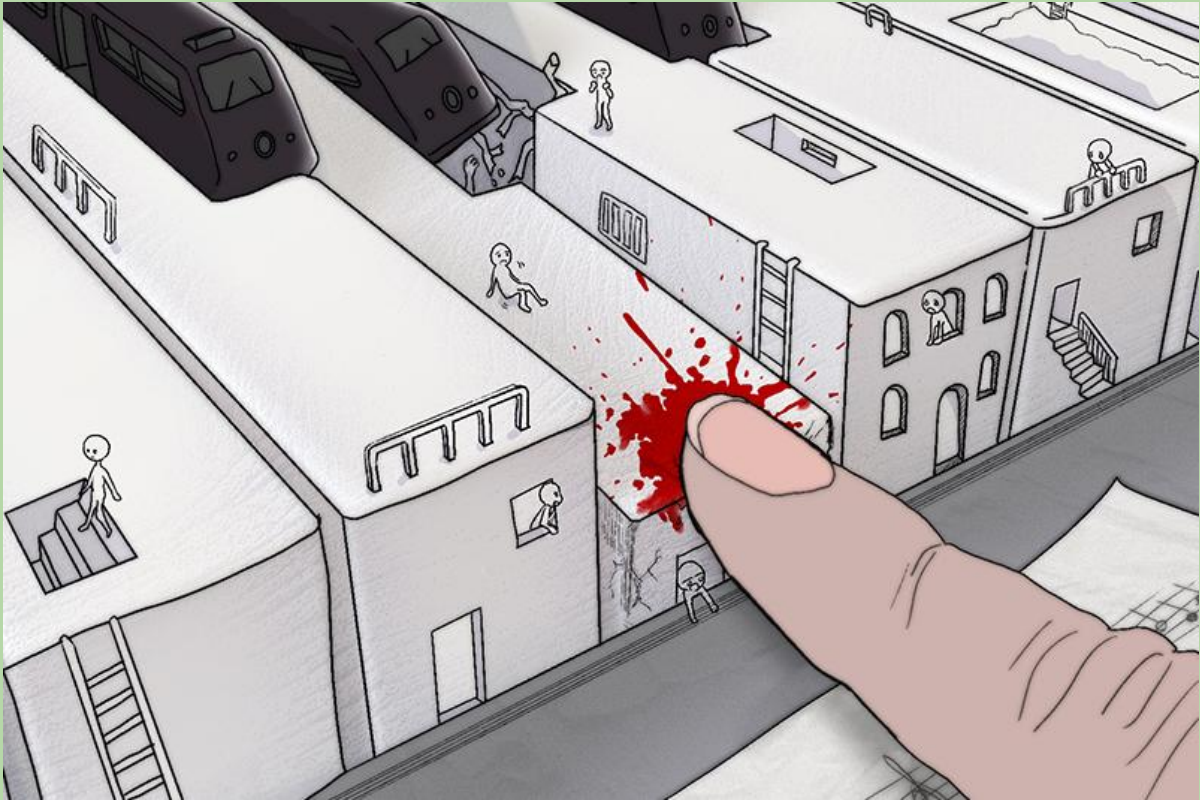
- ★ A body mechanist uses tools to "fix"/"beautify" bodies
- ★ theme of body anxious & self-love



Game Art



Game Art



Game Art

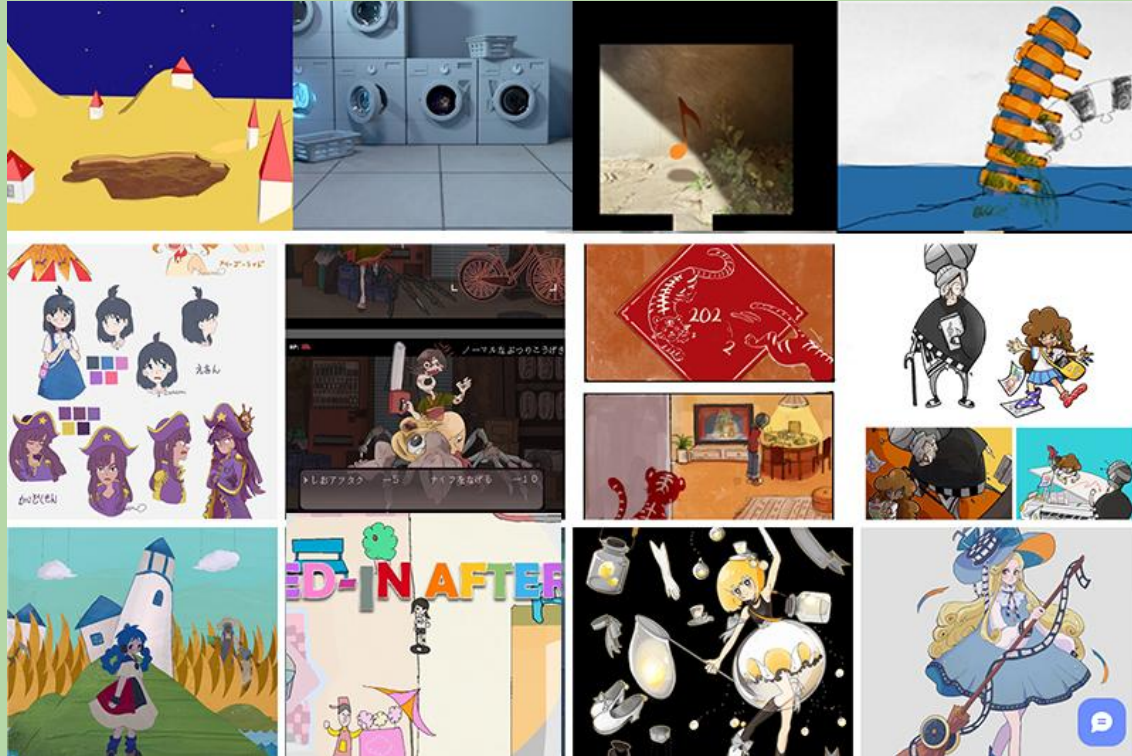


Game Art



Game Art

Animation Reel/Art Portfolio



Game Designer

Contact

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