🧳 **My Portfolio**
**My NotebookLM**

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# Ho Chi Huang

## GAME DESIGNER

## ABOUT ME

Ten years of experience in game products, from pre-production through launch and live operations to maintain 10 years legacy products.
I specialize in defining problem, handling ambiguity, and transforming data into feasible improvement vision.
Passion about using AI tool like Gemini, Cursor or NotebookLM to increase produtivity.

## EXPERIENCE

**2020 - 2025**
**Game Designer**
Star Stable Entertainment

Stockholm

- Managed economic models and Presented product trade-offs and roadmap decisions to executive stakeholders
- Applied data analysis and user behavior to improve retention and player spend.

**2016 - 2019**
**Game Designer**
Rayark Inc.

Taipei

- Designed content, systems, and gameplay to drive long-term retention and UGC engagement.
- Defined feature plans and update roadmaps.
- Collaborated cross-functionally with Engineering, Analytics, QA, and UX teams.

## TAGS

- Motivation Design
- System Design
- Launch New product/ Mantain legacy product
- Data analysis, Experiment design
- SQL, Thoughtspot, Cursor, Midjourney, Unity, Google sheet, Miro
- Mandarin / English

## EDUCATION

**2008 - 2012**
**Business Administration**
National Taiwan University