



Ho Chi Huang

ABOUT ME

Over 10 years of experience as a game designer, specializing in gameplay, level, system, numerical, and economy design.

Proven track record of mentoring designers in content creation and establishing core guidelines for economy and gameplay. Skilled at rapidly building game prototypes and pitching ideas to technical teams and executives. Adept at data-driven and community-backed balancing to drive fast product iteration.

Currently based in Sweden and open to global or remote opportunities.

EXPERIENCE

2020 - 2025

Game Designer

Star Stable
Entertainment

Star Stable Online
Stockholm, Sweden

- Designed, balanced, and optimized the game's economy, event progression, and reward systems.
- Built and maintained economy models, balancing spreadsheets, and simulations.
- Used data to identify player friction points, progression bottlenecks, and monetization opportunities.
- Drove a 60%+ increase in premium currency consumption while maintaining stable player retention.

2016 - 2019

Game Designer

Rayark Inc.

Sdorica
Taipei

- Designed 100+ levels/encounters, end game systems, and gameplay to optimize long-term retention and extend player session length.
- Mentored and supported other designers by sharing knowledge, giving feedback, and helping raise the team's design confidence.
- Balanced and adjusted gameplay experiences.

TAGS

- Fast iteration
- Project management / Product management
- Launch new products / Maintain legacy products
- Data analysis and modeling
- SQL, Thoughtspot, Cursor, NotebookLM, Unity, Advanced Excel/Google Sheets
- English / Mandarin

EDUCATION

2008 - 2012

Business Administration

National Taiwan University