

Job Request dated from 03/02/2026

## Game Designer / Game Artist

Name: Haijun Yu

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### Contact

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### Description

Type of employment: Freelance  
Entry date: immediately  
Place of work: Hamburg

### About Me

Game designer and visual artist with professional experience in mobile game production and a proven track record of independently shipping a commercial game on Steam. Looking for full-time opportunities in game design, game art, or game UI/UX.

#### What I Can Do

- Game design: mechanics design, level design, systems design, balancing, prototyping

- Game art: 2D art, UI/UX design, animation, 3D character modeling

- Unity implementation: comfortable building and testing designs directly in-engine

- UI production: experienced in assembling UI in game engines and replicating any trending game UI style in Photoshop with

high asset quality

- Familiar with F2P structures, monetisation, progression systems, and LiveOps

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Key Achievements

- Independently developed and published Eye See Fun on Steam — 26,000+ library additions, still has active daily players.

- Responsible for all game design, mechanics, art, animation, UI/UX, and production (two programmers assisted on the technical side)- Created 3D character art and UI for a mobile game title with 100,000+ daily active users at WDS GAME Studio - Completed

multiple game projects during Master's studies,

including two hyper-casual games and an expanded game chapter as thesis project

Education

- M.A. Multimedia and VR Design — Burg

Giebichenstein University of Art and Design

- Diploma in Painting — HGB Leipzig (Grade 1.3, With Distinction)

Tools

Unity, Figma, Photoshop, Illustrator, After Effects, Blender, Midjourney, Claude Code

Availability

Freelance visa in Germany (painting & game development). Available immediately. Based in Hamburg, open to relocation.

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