

Bihao Wang

VR Game Designer

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Bihao Wang is a VR game designer exploring how immersion can give players' choices greater emotional weight. He combines an advertising background with game design, 3D modeling, and programming to develop interactive experiences.

Education

University of Central Florida

2025-2027

MA in Digital Media | Expected May 2027

Shenzhen University

2021-2025

Undergraduate Studies in Advertising | Completed 2025

Selected VR Projects

Seeing Through Sound

2026-Present

[Independent Project Lead](#) | [In Development](#)

An interactive VR learning experience that introduces bat echolocation through simulated sound pulses and spatial exploration.

- Develop a progression from guided laboratory tasks to exploration with fewer cues.
- Design interactions in which visitors trigger pulses, explore spaces, and use feedback to locate objects.

VR Motoball

2026-Present

[Independent Project Lead](#) | [In Development](#)

A seated PC VR racing and vehicle combat game built around hover bikes and a shared ball objective.

- Define scoring rules based on completed laps and ball possession.
- Design racing and combat interactions around player control, competitive decisions, and clear feedback at speed.

Game Jam Projects

World Piece

2024

GMTK Game Jam | Game Designer and Storyteller

- Designed a tangram-inspired system in which players resize and reposition pieces to match a target.
- Developed an anti-war narrative about a missile engineer, connecting puzzle tasks with the consequences of weapon production.

Summoning Enigma

2024

Ludum Dare | Game Designer and Programmer

- Designed and programmed the core combination mechanics in Unity.
- Collaborated with programmers and artists to develop a playable game jam project.

Don't touch me!

2023

CIGA Game Jam | Game Designer

- Contributed to gameplay design as part of a team.
- Adapted gameplay ideas to team capabilities and clarified mechanics through design discussions.

Community Service

Migratory Bird Conservation Volunteer

2024

Shenzhen Bay, China | Three months of service

Guided visitors and shared information about migratory bird conservation and responsible birdwatching.

Technical Skills

Game engines: Unity and Unreal Engine (proficient); Godot (foundational).

3D modeling: Blender (proficient).

Programming: C# (proficient).