



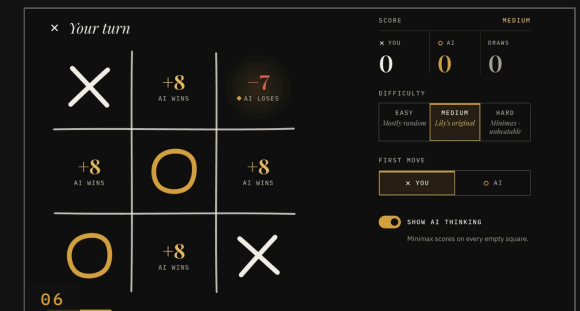
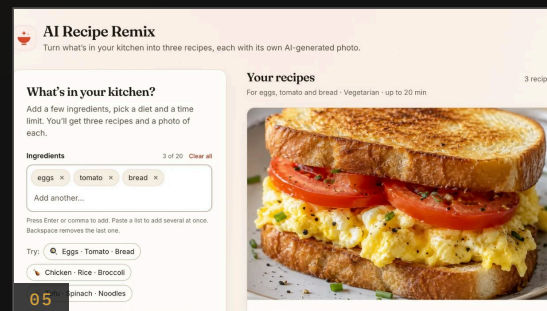
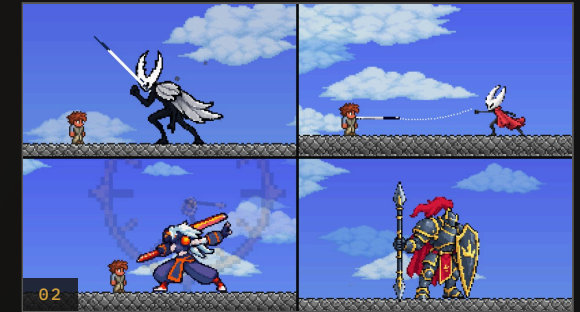
PORTFOLIO · 2024-2026

Xinyue Feng

ALSO KNOWN AS LILY

Games, mods & interactive web

Computer Science student at Kean University, class of 2027.



lily.china@outlook.com

lily-feng.com

I'm a Computer Science student at Kean University, graduating in 2027. I'm drawn to human-computer interaction and user-centered design, and I learn best by building things people can use and play.

The Java platformer I designed, drew and coded on my own grew out of a game I loved, *Ace Attorney*. I also built a recipe app that turns what's in your fridge into three recipes with photos, and a tic-tac-toe game with a rule-based AI opponent. In summer 2026 I built *Wizarding World*, a Harry Potter adventure for *Terraria*, with AI coding and image tools.

This fall I've been leading two bigger projects with AI tools: *Yuzu Onsen Capybaras*, a cozy pixel-art life sim you can play in the browser, and *Otherworlds*, a *Terraria* mod that brings in 38 bosses from five other games.

EMAIL
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WEBSITE
lily-feng.com

EDUCATION

Kean University EXPECTED 2027
B.S. in Computer Science
Relevant coursework: HCI / UX, Software Engineering, Data Structures, Databases, Web Development.

EXPERIENCE

Chengdu Sheer Tianyi Game Technology JUL 2026
TA (Technical Artist) Intern Engineer, Information Technology Department
Worked with Cascadeur 3D animation and its AI frame interpolation, and on a price-comparison crawler for third-party ticketing platforms.

Chengdu Sanying Technology MAY - JUN 2026
Computer Vision Data Processing Intern
Organized image data and helped classify images as part of a computer-vision team.

Chengdu 2025 World Games Executive Committee 2025
Sports Intern · Outstanding Intern
Coordinated competition logistics and communication between teams.

AWARDS & ACTIVITIES

Dean's Honor List, Kean University SPRING 2026

The Honor Society of Phi Kappa Phi 2025-2026
Founded in 1897, Phi Kappa Phi (ΦΚΦ) is the oldest and one of the most prestigious multidisciplinary academic honor societies in the United States. Membership is highly selective, recognizing exceptional academic excellence, with eligible seniors typically ranking in the top 10% of their class.

CiGA Game Jam 2024
Team member in a 48-hour jam: gameplay design and interaction flow for a playable prototype, refined through rounds of playtesting.

Lanqiao Cup, Third Prize 2024
National Software & IT Competition, Visual Arts Design track, Zhejiang division.

TOOLBOX

Languages
Java · JavaScript / TypeScript · HTML & CSS

Frameworks
React · Tailwind CSS · Node.js & Express · Java Swing

Tools
Git & GitHub · REST APIs, OpenAI API · Aseprite · AI coding agents (Claude Code, Codex) · AI image generation

BEYOND CODE

I've volunteered as a tutor for children in rural areas and helped organize inclusive sports activities for autistic young people.



01 • PIXEL-ART LIFE SIM • 2026

Yuzu Onsen Capybaras

A cozy life sim in a hot-spring town. Play the winter demo in your browser.

04



02 • TERRARIA MOD • IN DEVELOPMENT

Otherworlds

Thirty-eight bosses from five games come to Terraria with their signature moves.

08

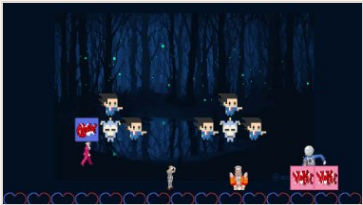


03 • TERRARIA MOD • 2026

Wizarding World

A Harry Potter adventure for Terraria: 12 boss fights and a Horcrux hunt.

11

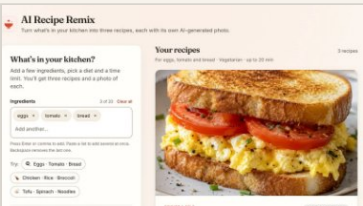


04 • JAVA GAME • 2024

The Adventures of Edgeworth

An Ace Attorney platformer in Java: six levels, three kinds of enemy, one hidden block.

14



05 • FULL-STACK WEB • 2026

AI Recipe Remix

Three recipes and a photo of each dish from what's in your kitchen.

16



06 • GAME AI • 2026

Tic-Tac-Toe vs. AI

A rule-based AI and an unbeatable minimax search, side by side.

18

01

PIXEL-ART LIFE SIM • 2026

Yuzu Onsen Capybaras

A cozy life sim in a hot-spring town

Help out at a capybara pet shop in a little hot-spring town in the mountains: look after seven capybaras, grow a garden, make friends around town and join a festival every week, all year round.

ROLE

Lead developer, with AI tools

STATUS

Free winter demo in the browser;
coming to Steam

PLATFORM

Browsers on computers and phones;
Windows and macOS

BUILT WITH

JavaScript, HTML canvas, Web
Audio, Electron; Claude Code and AI
image generation

► Play the winter demo

capybara.lily-feng.com

Case study and trailer

lily-feng.com/work/yuzu-onsen-capybaras



A hot soak in the snow.



The shop and the town

01 • YUZU ONSEN CAPYBARAS

The shop

Seven capybaras live at the shop, each with a personality of its own, and they get on with their day whether you help or not: napping, eating, paddling among the pool floats, soaking in the hot spring and sunbathing in the yard, with a little icon overhead to show how each one feels. Feed them, pat them, name them and dress them up while customers drop in, pay and leave their stars.

The town

Step out of the door and there's a whole town. Thirteen townsfolk keep days of their own, each with tastes, a birthday, letters and stories that unfold as you become friends, and six neighbors on Pine Lantern Street have stories too. There's a garden to grow, a forest to forage and fish in, a notice board of requests, an old bathhouse to bring back to life, and a book of wishes that changes the town as you fill it.

7

CAPYBARAS

19

PEOPLE TO BEFRIEND FESTIVALS

16

18

CROPS

30

CAVE FLOORS

2

LANGUAGES



The shop at breakfast, with one capybara's menu open.

A year in town

01 · YUZU ONSEN CAPYBARAS

Each of the four seasons has its own look, weather, crops, fish, recipes and sounds, and the townsfolk dress for each one. Every week brings a festival, sixteen in all:

WINTER

Snow Lantern Night, a capybara fashion show, a yuzu bath and New Year's Eve.

SPRING

A doll festival on the stream, a blossom picnic, a spring fair with goldfish scooping, and a capybara race on Children's Day.

SUMMER

Tanabata wishes, blindfolded watermelon splitting, fireworks over the pond and paper lanterns on the stream.

AUTUMN

Moon viewing, catching falling leaves, a harvest festival with a prize for the finest vegetable, and a sweet-potato bonfire.



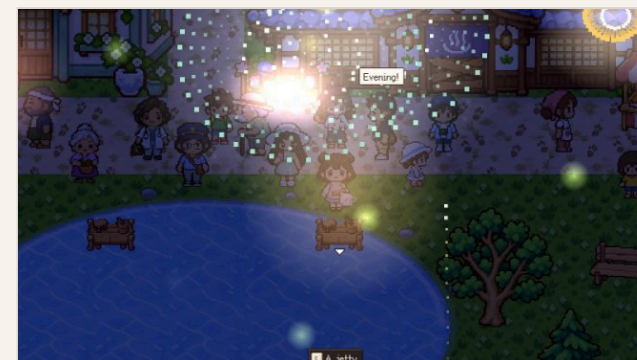
The garden in summer, grown from one bed to three.



Spring: the blossom picnic.



Autumn: the leaf viewing in the park.



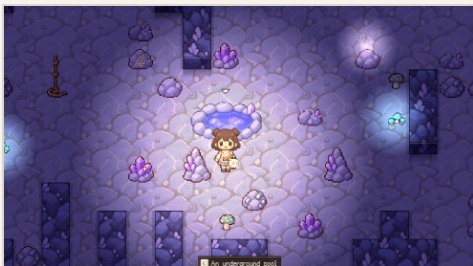
Summer: fireworks over the pond.



Winter: Snow Lantern Night in the square.

Under the mountain, and on your desktop

01 • YUZU ONSEN CAPYBARAS



A floor of crystals in the Spring Vein.



The source, thirty floors down.



Goldfish scooping at the spring fair.



► Watch the 92-second trailer.

Under the mountain

Under the mountain shrine, the old spring keepers' tunnels go down thirty floors to the source of the town's hot water. You knock open rocks for ore, crystals and fossils, find each ladder by its wisp of steam, ride the steam lifts and fish the underground pools. There are no monsters: just the warm dark and your lantern.

The desk pet

A spin-off app puts one of the shop's capybaras on your desktop: it ambles along the bottom of the screen, and a toolbar gives it snacks, a hot bath, a paddling pool, a nap or the wardrobe. It runs on macOS and Windows.

Play it

Play the first winter free in your browser, on a computer or a phone: 28 days and all four winter festivals, with keyboard and mouse, touch or a controller, in English or Simplified Chinese. A desktop version with 20 achievements is coming to Steam.

Credits

Development led by Lily with AI tools: the code was written with Claude Code, the pixel art generated with AI image tools and the text written with the help of an AI language model. The music and sound effects are synthesized by the game as you play.

Pixel font: Fusion Pixel Font by TakWolf.

02

TERRARIA MOD • IN DEVELOPMENT

Otherworlds

A crossover boss mod for Terraria

Thirty-eight bosses from Hollow Knight, Hollow Knight: Silksong, Dead Cells, Cuphead and The Binding of Isaac come to Terraria with their signature moves. Each game arrives as its own pack of bosses, weapons and gear.

ROLE

Lead developer, with AI tools

PLATFORM

Terraria (tModLoader), single player and multiplayer

STATUS

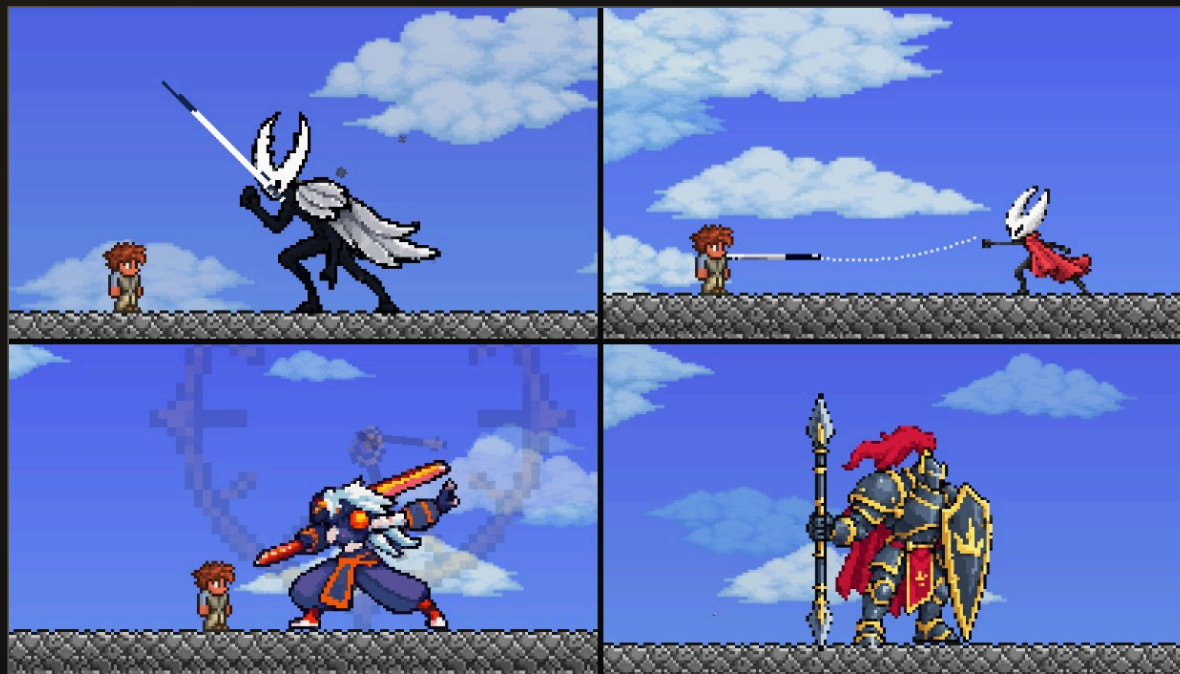
In development

BUILT WITH

C#; Claude Code, OpenAI Codex and AI image generation

Case study

lily-feng.com/work/otherworlds



The Pure Vessel, Hornet, the Time Keeper and the Hand of the King.



Five games, thirty-eight bosses

02 • OTHERWORLDS

The bosses fight with the moves they’re known for, and they’re spread across a whole playthrough, from the first days of a new world to beyond the Moon Lord. Their weapons and gear fit Terraria’s melee, ranged, magic and summoner classes.

38	80+	5	2
BOSS FIGHTS	WEAPONS	GAME PACKS	LANGUAGES

Hollow Knight • 13
From the False Knight to the Absolute Radiance

Silksong • 7
From the Bell Beast to the Bell Eater

Dead Cells • 7
From Mama Tick to the Queen

Cuphead • 9
From the Root Pack to the Devil

The Binding of Isaac • 2
Monstro and the Duke of Flies, down a trapdoor in a top-down basement

What you fight with

The nail, Soul that heals, spells and charms from Hollow Knight; Silksong’s crests and tools; Dead Cells-style weapons and skills; and Cuphead’s finger-gun shots, dash and parry of anything pink.



The Absolute Radiance (Hollow Knight).



The Pure Vessel focuses.



Grand Mother Silk (Silksong).



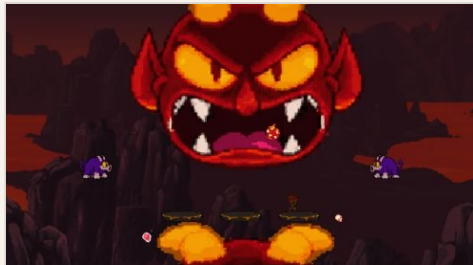
Conjunctivus (Dead Cells).



The Time Keeper lunges.



Sally Stageplay (Cuphead).



The Devil's giant head.



Monstro in the basement (Isaac).

Down the trapdoor

A trapdoor opens onto an otherworld of its own: a top-down basement in Isaac's style, laid out fresh every run, with lit rooms, darkness between them and no gravity. Monstro and the Duke of Flies wait below, and beating them earns keepsakes you can use back up in Terraria.

Summon, fight, collect

Summon any boss when you're ready, then collect its treasure bag, trophy, mask and relic. Play alone or with friends, in English or Simplified Chinese.

Credits

Development led by Lily with AI tools: the code is written with Claude Code and OpenAI's Codex, and the sprites are generated with AI image tools.

An unofficial fan project, to be released free.

03

TERRARIA MOD • 2026

Wizarding World

A Harry Potter mod for Terraria

Start as a Hogwarts student with your first wand, fight through 12 bosses, hunt down the Horcruxes and face Lord Voldemort, then claim the Deathly Hallows.

ROLE

Solo developer, with AI tools: design, code and art direction

STATUS

1.0 release candidate, July 2026

PLATFORM

Terraria (tModLoader)

BUILT WITH

C#; Claude Code and AI image generation

Source and player guide

github.com/lilly1/WizardingWorld

Case study

lily-feng.com/work/wizarding-world



Hogwarts at night, under the Deathly Hallows.



What it is

03 · WIZARDING WORLD

Wizarding World turns Terraria, the 2D sandbox game, into a Harry Potter adventure, from your first wand to the final battle. It all unfolds in a Pensieve: relive memories from across wizarding history, from the Basilisk and Aragog to the Battle of Hogwarts, and replay any boss you like.

Between the bosses there's a whole wizarding world: wand lore with 18 woods, 5 cores and 9 spell schools, a Dark Arts meter, class quests, Quidditch seasons with Seeker ranks, Hogsmeade and a three-zone Forbidden Forest.

12
BOSS FIGHTS

24
WANDS

78
ENEMIES

16
TOWN NPCS

64
ACCESSORIES

3
LANGUAGES



Platform Nine and Three-Quarters.

Twelve bosses



Mountain Troll



Quirrell



Basilisk



Aragog



Fluffy



Horntail



Umbridge



Fenrir



Bellatrix



Barty Crouch Jr.



Dementor King



Lord Voldemort

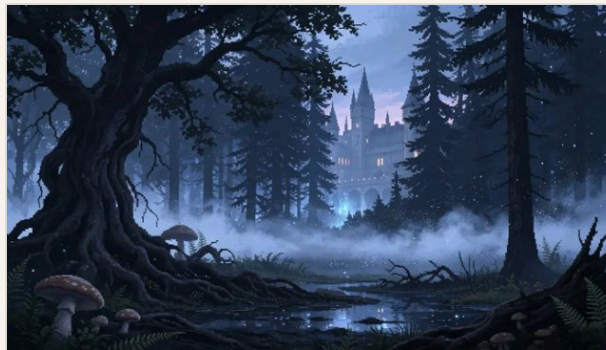
The world, and the final battle



Hogwarts across the Black Lake.



The Quidditch pitch under a stormy sky.



The Forbidden Forest after dark.

Every area has its own backdrop, from Hogwarts across the Black Lake to the Forbidden Forest at night.

Before the final battle, destroy four Horcruxes and hunt down Nagini to weaken Voldemort. After him come the Deathly Hallows: claim the true Invisibility Cloak from Dumbledore, purify Gaunt's Ring into the Resurrection Stone, and equip all three Hallows to become Master of Death. A Boss Compass and a Wizard's Almanac show you where to go next.

Developed by Lily with AI tools: the code was written with Claude Code and the sprites generated with AI image tools. Harry Potter © Warner Bros. Entertainment and J.K. Rowling; Terraria © Re-Logic. A non-commercial fan project.



The poster: a wand raised under the Deathly Hallows.

04

JAVA GAME · SPRING 2024

The Adventures of Edgeworth

An Ace Attorney platformer

A Mario-style platformer in Java starring Ace Attorney's Miles Edgeworth: six hand-designed levels, three kinds of enemy, a hidden block and an ending. Play it in your browser.

ROLE

Solo: game design, level design, sprites and code (2024). The 2026 browser port and Java update were built with AI coding tools.

CONTEXT

CPS 2231 course project, Wenzhou-Kean University

TIMELINE

Apr 26 – May 12, 2024

BUILT WITH

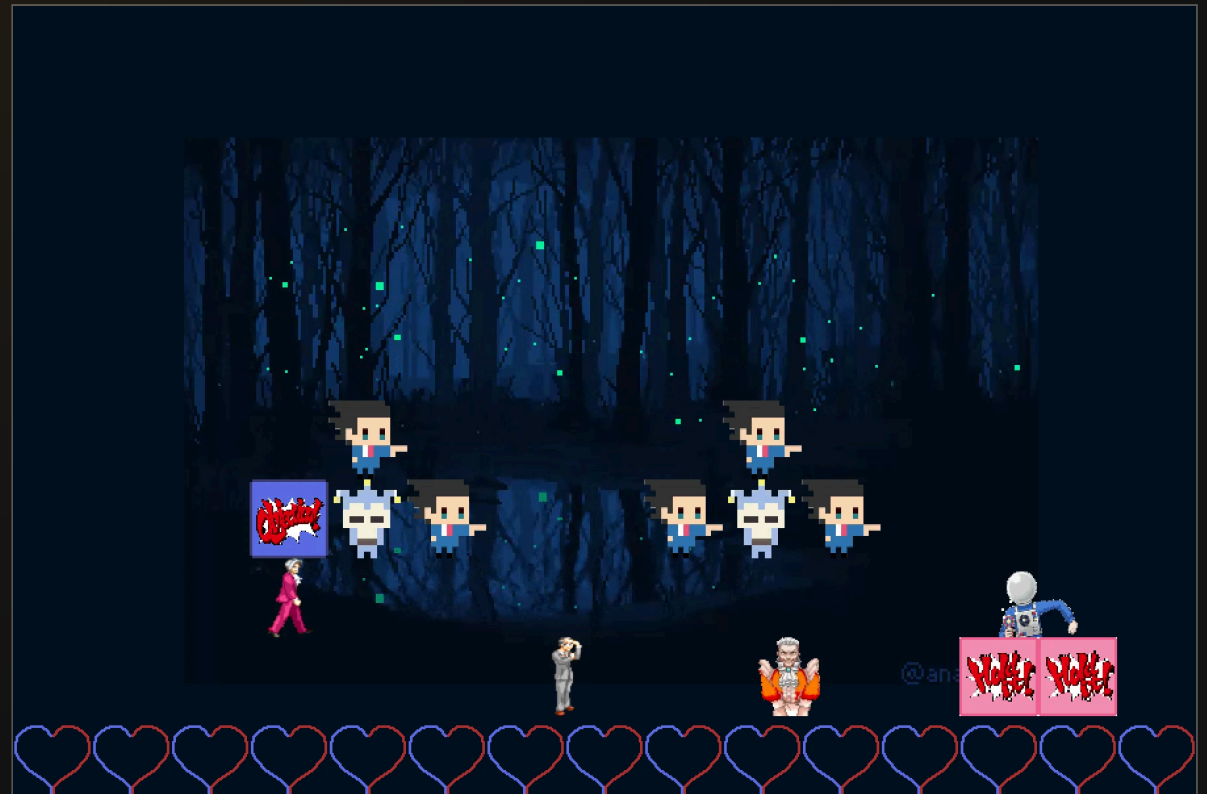
Java 8, Swing, Java Sound · Eclipse, Aseprite, Excel

► Play in the browser

lily-feng.com/play/edgeworth

Case study

lily-feng.com/work/edgeworth



Edgeworth takes on Winston Payne and Manfred von Karma in the dark forest.

Courtroom regulars, blocks and hearts

The idea

Lily built the game around two things she loved: the little monster-adventure games on the 4399 web-game site she played as a child, and Capcom’s *Ace Attorney*. So the hero is the prosecutor Miles Edgeworth, the enemies are courtroom regulars, and the blocks are the series’ “Hold it!” and “Objection!” speech bubbles.

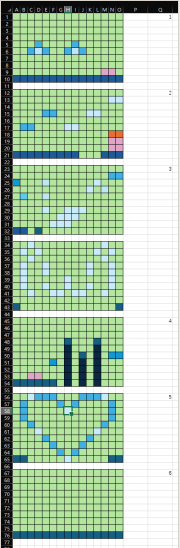
-  **Miles Edgeworth** walks, jumps, stomps.
-  **Winston Payne** paces; land on his head.
-  **Manfred von Karma** can’t be stomped.
-  **Wendy Oldbag** rises out of pipes.
-  **Dick Gumshoe** points at a hidden block.

How it works

Nine classes, about 1,400 lines, no game engine: a double-buffered 900 × 600 window, and the player, every enemy and the end flag each on its own thread. Collision works on the tile grid:

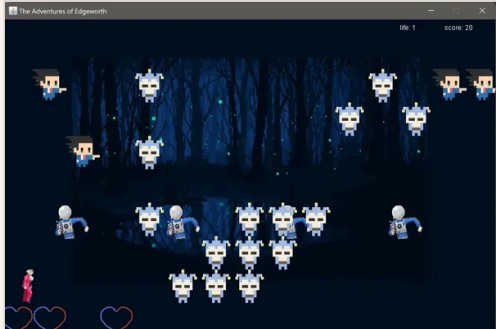
```
//Cannot move to the right
if(ob.getX()==this.x+60 &&
  (ob.getY()+50>this.y && ob.getY()-50<this.y)){
  if(ob.getType() != 3){
    canRight = false;
  }
}
```

From Edgeworth.java. Type 3 is the hidden block: you can walk through it until it’s revealed.

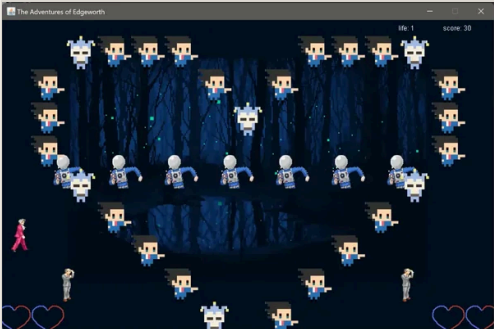


The level plans in Excel.

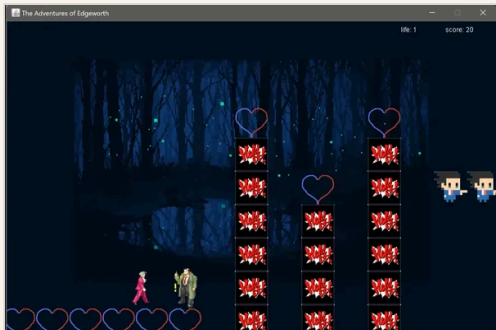
Every scene is a 15 × 10 grid of 60-pixel tiles, planned in a spreadsheet, one colored cell per block. Scene 3 is a face, scene 5 a heart, and scene 4’s pillars are too tall to climb until Gumshoe’s hidden “Objection!” block appears.



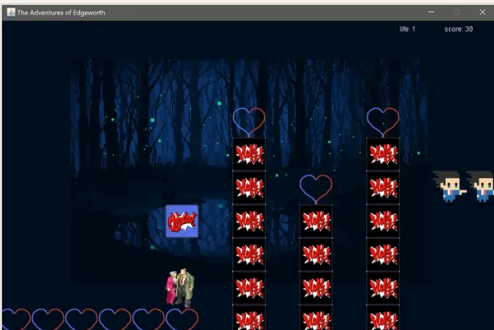
Scene 3, “the face.”



Scene 5, a heart.



Before: Gumshoe waits.



After: the climb begins.

Game, levels, sprites and original code: Lily. 2026 browser port and Java update: built with AI coding tools. Characters from Capcom’s *Ace Attorney*, in a non-commercial fan game; forest animation by Anas Abdin.

05

FULL-STACK WEB · FEBRUARY 2026

AI Recipe Remix

From leftovers to plated recipes

A web app that turns whatever is in your kitchen into three recipes, each with a photo of the finished dish.

ROLE

Solo: front end, back end and prompts. The 2026 portfolio edition (new design, demo mode and structured output) was built with AI coding tools.

BUILT WITH

React, Vite, Tailwind CSS, Express, OpenAI API

Try the demo

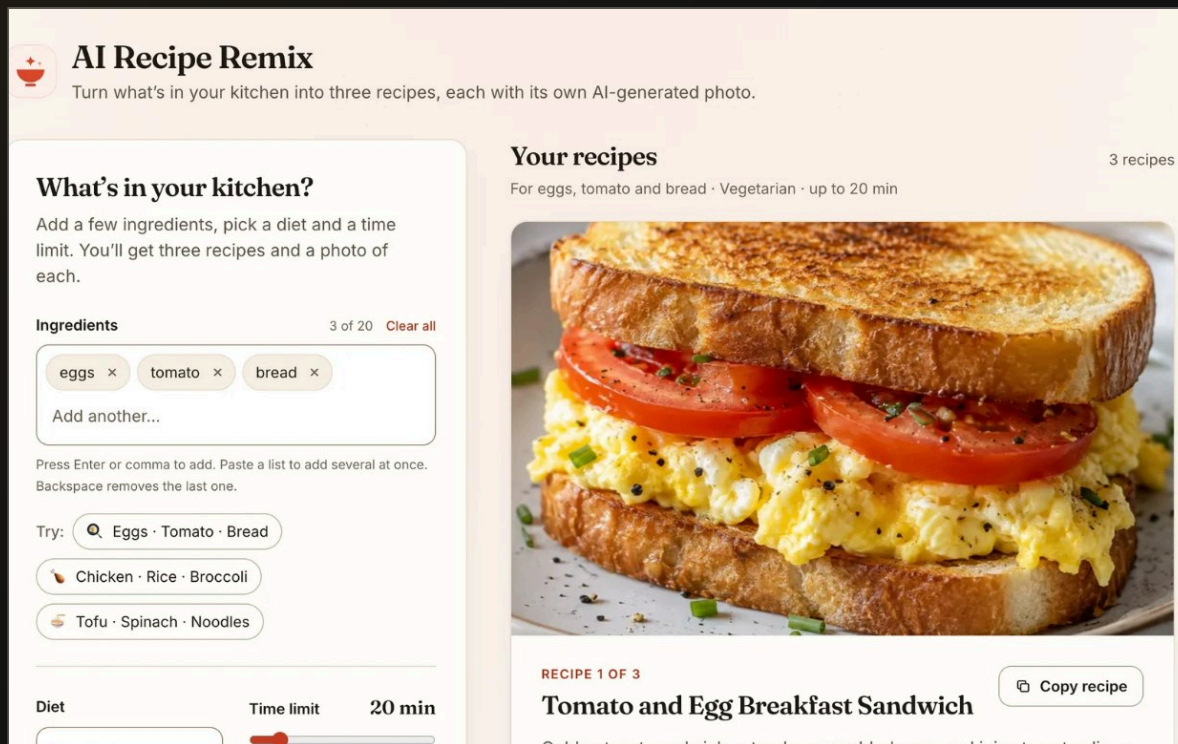
lily-feng.com/play/recipe-remix

Case study

lily-feng.com/work/recipe-remix

TIMELINE

February 2026



Eggs, tomato and bread become a breakfast sandwich, plus two more recipes.



Skillet Tomato Eggs with Toast Soldiers

The idea

Most recipe sites start from a dish; this one starts from your fridge. Type what you have, choose a diet and a time limit, and it suggests three realistic recipes with quantities, steps, substitutions, allergens and tips, plus what you'd still need to buy.

Three dishes from the demo, each with its generated photo.



Garlic Soy Chicken and Broccoli Rice Bowls

How it works

Recipes and photos come from two separate requests, so the recipe cards appear within seconds and each photo fades in when it's ready. The Express server asks the model for JSON in a fixed shape and keeps the OpenAI key private.



Tofu, Spinach, and Mushroom Noodle Soup

Try it

The demo on the website plays back three sample kitchens. To cook up new recipes, run the app with your own OpenAI key.

06

GAME AI • APRIL 2026

Tic-Tac-Toe vs. AI

Three opponents, one unbeatable

A browser game with three computer opponents: one that plays loosely, one that follows five fixed rules, and one that searches ahead to the end of the game and never loses.

ROLE

Solo: the original game and its rule-based AI. The 2026 portfolio edition (Easy and Hard, “Show AI thinking” and a new design) was built with AI coding tools.

TIMELINE

April 2026

BUILT WITH

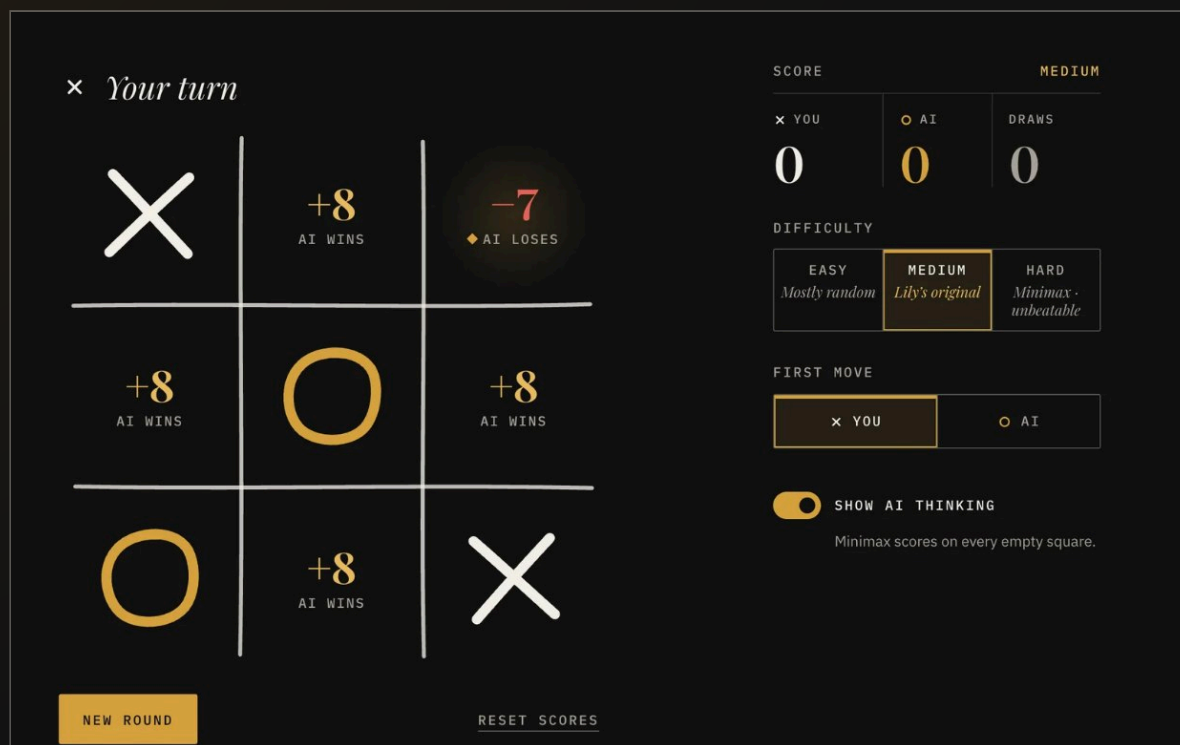
HTML, CSS, JavaScript; no libraries

► Play

lily-feng.com/play/tic-tac-toe

Case study

lily-feng.com/work/tic-tac-toe



“Show AI thinking” scores every empty square.

Her rule-based AI

Lily’s opponent plays by five rules, checked in order:

1. Win if it can.
2. Block you if you’re about to win.
3. Take the center.
4. Take a free corner.
5. Otherwise, take a side.

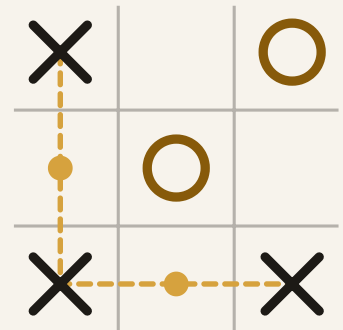
It plays sensibly and can be beaten: take a corner, and when it takes the center, take the opposite corner. It answers with a corner; block it, and your block makes a fork it can’t answer.

Three opponents

Easy mostly picks a random free square, but pounces on a win about half the time.

Medium plays by her five rules.

Hard uses minimax: it searches to the end of the game, assumes you always play your best, and picks the best guaranteed result. Alpha-beta pruning keeps each search to a few milliseconds.



The fork: two lines each need one more X, and Medium can only block one.

Seeing the AI think

With “Show AI thinking” on, every empty square shows the minimax verdict for it: a forced win, a draw or a square that would let you win. You can watch a move turn from draw to loss for the AI the moment you set up a fork.

16,752

Possible games against Hard. It loses none.

CONTACT

Say hello

lily.china@outlook.com

lily-feng.com

PLAY

Yuzu Onsen Capybaras, winter demo

capybara.lily-feng.com

The Adventures of Edgeworth

lily-feng.com/play/edgeworth

Tic-Tac-Toe vs. AI

lily-feng.com/play/tic-tac-toe

AI Recipe Remix demo

lily-feng.com/play/recipe-remix

Wizarding World on GitHub

github.com/lillly1/WizardingWorld

This portfolio, its website and the 2026 updates to the older projects were built with AI coding tools. *Ace Attorney* © Capcom; *Harry Potter* © Warner Bros. Entertainment / J.K. Rowling; *Terraria* © Re-Logic; *Hollow Knight* and *Silksong* © Team Cherry; *Dead Cells* © Motion Twin; *Cuphead* © StudioMDHR; *The Binding of Isaac* © Edmund McMillen.