

Kevin James Wong

Game Producer

EDUCATION

USC School of Cinematic Arts

(May 2016)

Interactive Media, BA

Coursework in game production, business, media studies, & user-research.

SOFTWARE

- JIRA
- Confluence
- Microsoft Office
- OBS Studio
- Adobe Creative Cloud
- Unity Engine

SKILLS

- Project Management
 - Competitive Research
 - Design Documentation
 - External Communications
 - User Research
 - Marketing
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SELECTED EXPERIENCE

Producer - Melessthanthree – *Lucah: Born of a Dream*

(Jun 2017 – Ongoing)

- Developed competitive positioning for abstract RPG to raise over \$22,000 on Kickstarter.
- Oversaw product plan for niche project, identified target audiences & KPIs.
- Handling QA testing and user research on a tight budget and schedule.
- Consulted with external parties to validate project direction.
- Created research-validated proposals for design changes to improve player experience.
- Developed proposals for experimental marketing campaigns catered to game's strengths.
- Handled customer support and community management across Discord, itch.io, and Steam.

Project Lead - team ok LLC – *Chambara*

(Jan 2014 - Dec 2017)

- Directed award-winning multiplayer stealth game from conception to final release.
- Led 17-member team, managed schedules & priorities to achieve goals on-time and on-budget.
- Worked with producer to oversee and facilitate Agile development using biweekly sprints.
- Facilitated positive environment by managing disagreements, building workspace and workflows, and defining codes of conduct.
- Averted roadblocks by strategically assigning tasks to the right people using project breakdown
- Developed design, pitch, and development treatments to successfully enter industry incubators.
- Formed team ok LLC in State of California, developed business plan and competitive analysis.
- Developed QA test suites covering all aspects of game, passing Sony TRC test on first try.
- Exhibited at 12 highly-selective festivals worldwide, handled orders and distribution of swag.
- Liased with all external parties, including publisher, freelancers, ESRB, Sony, press, and vendors.

Associate Product Designer - Mindshow Inc. – *Mindshow*

(Aug 2017 – Jan 2018)

- Documented and prototyped retention-improving systems in response to Early Access feedback.
 - Improved VR tool usability using Unity & C# under direction of Senior UX Designer.
 - Participated in all sprint reviews, milestone, and backlog meetings to keep project moving.
 - Designed wireframes and treatments in Confluence to demonstrate improvements to user flow.
 - Tested new builds each week, logging bugs to ensure stable and regular updates.
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AWARDS & RECOGNITIONS

- **BAFTA Ones to Watch Award (Won)**, 2015
- **IGF Best Student Game Award (Nominated)**, 2016

Juried competition between student game devs

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