

Kevin James Wong

Game Designer

EDUCATION

USC School of Cinematic Arts

(May 2016)

Interactive Media, BA

Coursework in game design, programming, 3D animation, & user-research.

SOFTWARE

- Unity Engine
- Autodesk Maya
- C#
- Unreal Engine
- Microsoft Office
- JIRA Suite

SKILLS

- Level Design
 - Paper Prototyping
 - User Research
 - Virtual Reality
 - Design Documentation
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SELECTED EXPERIENCE

Junior Game Designer – Skydance Media – *Walking Dead* (Jun 2018 – Ongoing)

- UE4 Game Designer for *Walking Dead Saints and Sinners VR Game*
- Developed interactive VR objects for physicality, ease of use, and utility
- Implemented haptic and auditory feedback for most common game interactions
- Conducted user research to standardize play experience for standing & seated play.

Freelance 2D Level Designer – OpenAI – *OpenAI Sonic* (Feb 2018 – May 2018)

- Used a custom toolkit to build 2D levels for the first three *Sonic* games.
- Conducted research, paper design, playtesting, and iteration to create and tune game courses.
- Recruited and mentored junior designer and taught best practices for level design.
- Maintained development momentum and standards, consistently meeting deadlines.

Associate Product Designer - Mindshow Inc. – *Mindshow* (Aug 2017 – Jan 2018)

- Designed new features and systems for creative play for highly-rated free-to-play VR app
- Designed, documented, and prototyped metagame and multiplayer systems to improve retention.
- Improved VR tool usability using Unity & C# under direction of Senior UX Designer.
- Conducted research on competing VR software to understand existing VR practices & uses.
- Designed wireframes and flowcharts to demonstrate improvements to user interface.
- Collaborated with other designers to iterate and refine existing tools and systems.

Project Lead - team ok LLC – *Chambara* (Jan 2014 - Dec 2017)

- Directed BAFTA-winning multiplayer stealth game from conception to final release.
 - Led 17-member team, managed schedules to achieve goals on-time and on-budget.
 - Developed game pitch and development treatments to successfully enter industry incubators.
 - Tuned level geometry, layout, environment art, movement, and UI using Unity, Maya, and C#.
 - Processed quantitative & qualitative test data from user research lead to inform design decisions.
 - Ran constructive art and design reviews for all nine combat arenas, improving clarity throughout.
 - Led all team meetings, empowered all disciplines to be heard while exchanging feedback.
 - Liased with all external parties, including publisher, marketing, and vendors.
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AWARDS & RECOGNITIONS

- **BAFTA Ones to Watch Award (Won)**, 2015
- **IGF Best Student Game Award (Nominated)**, 2016
- **ESA E3 Student Game Competition (Nominated)**, 2016

Juried competition between student game devs

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