



Kevin Wong

415-680-0476 thatkevinwong@icloud.com thatkevinwong.com [linkedin.com/in/thatkevinwong/](https://www.linkedin.com/in/thatkevinwong/)

Profile

Winner of the 2015 BAFTA Ones to Watch Award, **Kevin Wong** is a skilled **game designer** with a track record of delivering successful projects that are a joy to be part of.

Experience

JUNIOR DESIGNER, SKYDANCE INTERACTIVE - TWD: SAINTS & SINNERS

JUN 2018-PRESENT

- Systems and level design for UE4-based VR first-person action-adventure game.
- Worked with 3D artists to implement level features, weapons, and loot systems using UE4 Visual Scripting.
- Working in UE4 under lead designer, built, tuned, and iterated levels to fit tone, story, and tech constraints.
- Worked with mission designers to ensure level layouts fulfilled the needs of story missions.
- Tuned AI encounters in levels under direction of narrative and combat designers.
- Clarified internal communication by writing documentation on levels, systems, and interfaces.

FREELANCE LEVEL DESIGNER, OPENAI - SONIC RETRO

FEB 2018 - MAY 2018

- Built ten 2D levels for the first three Sonic games using a custom toolkit for ML competition.
- Conducted research, design, and playtesting to improve and iterate on level flow, difficulty, and pacing.
- Consistently met tight deadlines while maintaining development momentum.

ASSOCIATE PRODUCT DESIGNER, MINDSHOW INC - MINDSHOW

AUG 2017 - JAN 2018

- Designed, documented, and prototyped metagame and multiplayer systems to improve retention.
- Improved VR tool usability using Unity & C# under direction of Senior UX Designer
- Designed wireframes and flowcharts to demonstrate necessary improvements to user interface.

PROJECT LEAD, TEAM OK LLC - CHAMBARA

JAN 2014-DEC 2017

- Co-created award-winning multiplayer stealth game from conception to release.
- Polished multiplayer levels in Unity Editor. Handled testing and balancing based on metrics and testing.
- Developed proposals and prototypes for new features and modes to enhance user experience & depth.
- Led 17-person student team, tracking schedule, milestones, and macro-level tasks using Asana & Google Sheets.
- Co-created development roadmap so features could scale with unexpected schedule changes.
- Refined vision to successfully enter industry incubators by creating design, pitch, and development plans.
- Led efficient meetings that resulted in clear tasks and plans for action.
- Liaised with 3rd party organizations and publications, including publisher.

Education

USC School of Cinematic Arts – BA Interactive Entertainment, 2016

Software & Skills

Software: Unity, Unreal Engine 4, Autodesk Maya, Adobe Photoshop, Perforce, GitHub

Skills: Agile Development, Level Design, Visual Scripting, User Research, Systems Design

Awards & Recognition

BAFTA Ones to Watch Award (Won), 2015

IGF Best Student Game (Nominated), 2016