



Kevin Wong

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Profile

Winner of the BAFTA Ones to Watch Award, **Kevin Wong** is a skilled **game producer** 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

- Liaised with Senior Producers and used JIRA to accurately estimate time & track issue progress.
- Implemented and maintained interactable objects and loot systems using UE4 Blueprint.
- Improved immersion by adding haptics and sound effects in response to playtest data.
- Fixed recurring bugs and restructured object hierarchy to extend it for long-term use.
- Documented systems for level designers, standardized terminology for multiple systems.
- Handled replication, performance, and clarity under direction of Senior Engineers.

PRODUCER, MELESSTHANTHREE - LUCAH: BORN OF A DREAM

JUL 2017 - DEC 2018

- Released cult hit under tight budget by upholding project schedule & milestones using Todoist & Google Sheets
- Achieved unanimously positive user reviews by relentlessly pursuing product quality through user research.
- Raised \$22k on Kickstarter by developing competitive "countercultural" image, campaign, and press list.
- Pitched game to publishers and first party console holders at GDC, interfaced with 3rd parties.
- Delivered product on time by owning all QA testing, certification, and submission tasks.
- Handled user support and community management across Discord, itch.io, and Steam.
- Expanded social presence by connecting with leading influencers, critics, and writers using press list.
- Developed clear plans for action and tasks by leading efficient meetings

PROJECT LEAD, TEAM OK LLC - CHAMBARA

JAN 2014-DEC 2017

- Co-created award-winning multiplayer stealth game from conception to release.
- 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.
- Successfully entered industry incubators by creating design, pitch, and development treatments.
- Maintained morale and development momentum by adjusting team composition and schedule.
- Coordinated localization to Spanish & French with freelance translators for North American release
- Organized team ok LLC in State of California by filing legal documents and arranging meetings.
- Oversaw submissions, QA, and certification for PSN, Xbox, Steam, Humble, and Itch.io.
- Led efficient meetings that resulted in clear plans for action and tasks.
- Liaised with 3rd party organizations and publications, including publisher.

Education

USC School of Cinematic Arts – BA Interactive Entertainment, 2016

Skills & Software

Agile Development, Project Management, SCRUM, Communication, Leadership
JIRA, Asana, Perforce, Todoist, Microsoft Office, Google Spreadsheets