



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-MAR 2019

- Systems and level designer for UE4-based VR action-adventure game.
- Designed and implemented items, weapons, and loot systems using UE4 Blueprints.
- Working with senior engineers, built, tuned, and iterated levels to fit tone and tech constraints.
- Worked with mission and AI encounter designers to ensure levels fulfilled the needs of story missions.
- Collaborated with other designers to tune kinesthetics, effects, and feedback for clarity and usability.
- Clarified internal communication by documenting levels, systems, and interfaces in Confluence.

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 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.
- Demonstrated necessary improvements to UI by building clear wireframes and flowcharts.
- Conducted research on competing VR apps and tools to identify best practices and opportunities.

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.

Education

USC School of Cinematic Arts – BA Interactive Entertainment, 2016

Software & Skills

Software: Unreal Engine 4, Unity, Autodesk Maya, Confluence, Perforce, C#, JIRA

Skills: Level Design, Encounter Design, Visual Scripting, User Research, Rapid Prototyping

Awards & Recognition

BAFTA Ones to Watch Award (Won), 2015

IGF Best Student Game (Nominated), 2016