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| **TOH****BOON WEE** | **PROFILE** |
| Adaptable Game Design graduate with a passion for creating immersive gaming worlds. |  |
|  | **+65 8127 0769** | **boonwee1996@gmail.com** |
| [**tohboonwee.com/**](http://www.tohboonwee.com/) | [**linkedin.com/in/boonweetoh/**](http://www.linkedin.com/in/boonweetoh/) |

**GAME DESIGNER**

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| **WORK EXPERIENCE** |  |  | **EDUCATION** |  |
| **Knowledge Tree Education Centre****Game Designer Intern**Sep 2015 – Jan 2016* Tasked with creating educational mini-games with Gamemaker Studio and Construct 2 for each subject: English, Math, and Science.
* Designed game mechanics, UI, and 2D art assets suitable for students aged between 7 to 12 years old.
 |  | **Bachelor of Arts in Game Design****DigiPen Institute of Technology Singapore**Sep 2019 – Apr 2024**Diploma in Game Design****Republic Polytechnic**Apr 2013 – May 2016 |
| **AWARDS** |  |
| **DigiPen Games Award | Over N’ Out****Finalist for Most Innovative Design**2020**National Day Parade | Participation Certificate****Engagement Committee**2017 |  |
| **PROJECT EXPERIENCES** |  |  |
| **Traveller | Team Size: 10****Game Designer, Art Co-Lead**Sep 2021 – Apr 2022* 3D resource management narrative project.
* Tasks include Unity rapid prototyping, 3D assets creation using Autodesk Maya and Substance Painter, level design, playtesting, and game design documentation.

**Inner World | Team Size: 07****Producer, Design Lead**Sep 2020 – Apr 2021* 2D dungeon crawler hack and slash project.
* Tasks include Unity rapid prototyping, combat design, level design, production pipeline, team management, playtesting, and game design documentation.

**Herod’s Epoch | Team Size: 05****Design Lead**Jan 2020 – Apr 2020* 2D platformer shooter project, made in Unity.
* Tasks include Unity rapid prototyping, combat design, level design, C# scripting, playtesting, and game design documentation.
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|  | **SKILLS** |  |
|  | * Game Design
* Level Design
* Rapid Prototyping
 | * Team Player
* Detail Oriented
* Research & Documentation
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|  | **SOFTWARES** |  |
|  | * Unity
* Unreal Engine 4
* Adobe Photoshop
 | * Figma
* Microsoft Office (Excel, PowerPoint, Word)
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|  | **PROGRAMMING** |  |
|  | * C#
 | * Visual Scripting (Unity)
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| **LANGUAGES** |  |
| * English
 | * Chinese
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