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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**](mailto: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 | |