Lee Guo Yan

Game Designer | User Experience Designer | Producer

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Education

Aug 2015 to Present — **Digipen Institute of Technology (Singapore)**
Bachelor of Science in Game Design and Computer Science
Expected date of graduation: FALL 2018, Current GPA 3.59 / 4.0

Apr 2010 to Apr 2013 — **Nanyang Polytechnic (NYP)**
Diploma in Digital Entertainment Technology (Games)
Graduated with GPA 3.68 / 4.0

Experiences

Kasa (*3D 3rd- Person, Action*), Custom Engine, DigiPen Game Project (2017-2018)
Roles: Lead Game Designer, User Experience Designer, Gameplay Programmer

- Programmed Character controller and game mechanics in Javascript
- Directed the game in the flow, design and direction of the game
- Wrote and maintained Game Design Document

The Show Must Go On! (*2D-Multiplayer*), Custom Engine, DigiPen Game Project (2016-2017)
Roles: Producer, User Experience Designer, Gameplay Programmer

- Managed the team schedule using Scrum Sheet
- Programed the Character Controller and game mechanics in Lua
- Directed the design and experience of the game
- Helped maintain the Game Design Document

Pew4Speed (*2D Shooter*),Custom Engine, DigiPen Game Project (2017)
Roles: Lead Game Designer, Gameplay Programmer, AI Programmer, Level Designer

- Designed/Programmed the character controller & AI gameplay mechanics of the game using C++
- Designed and directed the game direction from Main Menu to Credit Screen
- Conducted playtests sessions and maintained playtest reports
- Wrote and maintained Game Design Document

Knightbear (*2D Action Adventure*), DigiPen Game Project (2017)
Roles: Lead Game Designer, Game Mechanics Programmer, AI Designer

- Led and drove the general design and direction of the game
- Design the AIs and its behaviours
- Programmed the Character Controller and game mechanics using Zilch Script

Teaching Assistant (Game Project Module), DigiPen Institute of Technology

- Giving advice to teams regarding Game Design, Production and Communication
- Helping teams manage their timeline and team dynamics
- Resolve conflicts between student teams as mediator

Skills

Production
- Communication
- Management
- Decision Making
- Scrum Sheet

Game Design
- 2D/3D Design
- Systems Design
- UX Design
- Prototyping Mechanics
- Writing GDDs
- Whiteboxing
- Character Controllers
- Analog Game Design

Tools
- Unreal 4
- Unity
- Visual Studio
- Microsoft Word
- Microsoft Excel
- Microsoft Powerpoint

Technical
- C++
- C#
- Lua
- JavaScript

Language
- English (Speak & Write)
- Chinese (Speak & Write)
- Japanese (JLPT N3) (Speak & Write)

Soft Skills
- Adaptable
- Crisis Management
- Critical Thinker
- Desire to learn
- Flexible
- Friendly
- Motivating
- Socializing

Notable Achievements *(More Listed on Site)*

KASA (3D 3rd Person, Action), DigiPen Junior Project
- *1st Place in Claude Comair Grand Prize for Game of the Year (2018)*
- *1st Place in Best Junior Game, DigiPen Game Awards 2018*
- *1st Place in Best Audio, DigiPen Game Awards 2018*

The Show Must Go On (2D Multiplayer Game), DigiPen Sophomore Project
- *3rd Place in Claude Comair Grand Prize for Game of the Year (2017)*
- *2nd Place in Most Engaging Game, DigiPen Game Awards 2017*
- *2nd Place in Best Multiplayer, DigiPen Game Awards 2017*
- *Chosen by DigiPen to exhibit in Campus Party 2018*

Pew4Speed (2D Shooter), DigiPen Freshmen Project
- *3rd Best Multiplayer Game, DigiPen Game Awards 2016*
- *2nd Place in Best 2D Visuals, DigiPen Game Awards 2016*
- *Best Freshman Technology, DigiPen Game Awards 2016*

Deans Honor's List, DigiPen Institute of Technology (Fall Semester 2015)