Joey Yeo
Game Designer

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Education

Master of Entertainment Technology
Carnegie Mellon University
Entertainment Technology Center
2018 - Dec 2019

Bachelor of Computing
(Computer Science)
National University of Singapore
2014 - 2018

Skills

Game Engines: Unity, Unreal Engine
Scripting Languages: C#, Java, C++, Python, JavaScript
Version Control: Git, Perforce
Web: Node.js, Express, Angular, React
3D Modeling: Maya, Blender
Other: Wireframing, Rapid Prototyping, Playtesting, AGILE development

Relevant Coursework

Building Virtual Worlds, Visual Story, Game Design, Probability and Statistics, Fundamentals of Physics, Human-Computer Interaction, Interaction Design for VR/AR, Software Engineering, Computer Science Fundamentals

Projects

Jam Session Fall 2019 | ETC — Designer / Programmer
- An ongoing rapid prototyping project exploring rhythm game design through the creation of experimental games for PC, VR and mobile
- Spearheaded playtesting and iteration for a multiplayer rhythm-based fighting game and a rhythm puzzle game
- Responsible for designing, programming and playtesting multiple game prototypes with an interdisciplinary team

Ramen Simulator Spring 2019 | ETC — Designer / Programmer
- Designed and programmed a cooking action game in Unity
- Documented multiple stages of iteration, conducted playtests
- Released on itch.io

Commit to the Bits Spring 2019 | ETC — Designer / Programmer
- Designed and programmed novel interactions for a Twitch extension that explored the intersection between improv acting and livestreaming
- Solved design challenges related to managing latency and audience attention in streamed games
- Programmed a Twitch extension in Node.js and React, and a companion show control system in Unity

Building Virtual Worlds Fall 2018 | ETC — Designer / Programmer
- Designed and programmed a variety of interactive experiences using cutting-edge XR technology (HTC Vive, Oculus Rift, Meta 2 AR headset)
- Programmed a VR song-mapping tool for a VR rhythm game

8th Sea Spring 2018 | NUS — Designer / Programmer
- Programmed and designed UI and gameplay for a multiplayer split-screen cooperative action game
- Balanced chaotic gameplay with clear instruction and affordance
- Refined gameplay mechanics based on playtest feedback

Experience

National High School Game Academy Summer 2019
Teaching Assistant (Programming)
- Taught high schoolers how to create 2D, 3D and VR games in the Unity game engine
- Mentored students and advised teams on game design and development

Tinkertanker Summer 2018
Intern, Unity Instructor
- Ported prototype mobile apps made by middle schoolers into publishable Unity apps
- Taught middle and high school students to make games in Unity. Designed and executed an escape room game with technological elements, using Arduino, Unity and Google Cardboard

Hiverlab Summer 2017
Software Engineering Intern
- Programmed interactive 360 video applications for corporate clients in Unity for the Samsung Gear