

Jeremy Kang

Game Designer

Portfolio@

<http://dark-manifesto.blogspot.com>

Contact Information:

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Personal Particulars

Full Name: Kang Ying Hao, Jeremy

Date of Birth: 15th July 1982

Nationality: Singaporean

Spoken Languages: English and Chinese (Mandarin, Cantonese)

Hobbies: Video Games, Traveling, Movies, Fine Dining

Work Experience

Game Designer / Producer, Team EXYLE, Singapore **Apr 2009 – Present**

MDA-Microsoft XNA Initiative 2009: Avalon Legend (Xbox Live Indie Games)

[12th Independent Games Festival Main Competition Entry]

- Designing gameplay for a "Metaphorical Game" with an experimental control scheme.
- Generating Game Design and Game Proposal documents.
- Gameplay programming in XNA / C#.
- Overseeing Project Production and managing a team of 10 members.
- Liaising with and presenting to Microsoft and MDA representatives.

Academic Associate, Republic Polytechnic, Singapore **Jan 2009 – Present**

Diploma in Game Design

- Teaching using Problem-Based Learning (PBL).
- Facilitator for the Digital Media Arts module, which covers a breadth of digital mediums.
- Conducting tutorials for various software and hardware (e.g. Adobe Photoshop, Flash).
- Helping to develop the curriculum and conduct workshops for Game Design Modules.

Game Designer, Protégé Productions, Singapore **Sep 2008 – Dec 2009**

MDA Invigorate 2008: Dreamcatcher (PC)

- Designing gameplay for a Native-American-inspired Resource Management game.
- Generating Game Design and Game Proposal documents.
- Tech-tree development for balancing game elements and resources.

Game Designer, Singapore-MIT Gambit Game Lab, USA **Jun 2008 – Aug 2008**

Múzaic (Facebook) (http://apps.facebook.com/muzaic_game)

- Designing a Social Network Game for both Sighted and Visually Impaired players.
- UI Design for both Sighted and Visually-Impaired players.
- Technical Implementation of Accessible Audio User Interface.
- Experience working with the Scrum methodology under the guidance of gaming's top academic minds, including Henry Jenkins III and Jesper Juul.

Game Designer, Emerging Entertainment, Singapore Jul 2007 – May 2008

Troll & Armor (PC and Xbox 360)

- Developing the gameplay mechanics for a 3D Action-Adventure title.
- Generating Game Concept Document and Game Design Document
- Level Design with Level Design Documents and Design Sketches.
- Developing the Main Game Storyline and Game Script.
- Scripting gameplay and game cameras using Gamebryo SceneDesigner.
- Pitching and presenting the game to publishers such as EA, Konami, etc.

Education

School of Computing, National University of Singapore 2003 - 2007

Bachelor of Computing (Communications and Media), 2nd Class Honours

Temasek Junior College, Singapore 1999 - 2000

4 GCE 'A' Level Passes with 2 Distinctions

Awards and Achievements

12th Independent Games Main Competition Entry Jan 2010

Avalon Legend submitted for IGF Main Competition.

NUS Arts Festival, National University of Singapore Mar 2007

Game Design project *Big Bang!* selected for showcase.

Contrast: 24-Hour Game Design Competition, NUS Sep 2006

Certificate of Participation

Certificate of Merit, Temasek Junior College May 2001

Best Student in Computing

Skills

- Passionate Gamer for over 20 years.
- Paper and Digital Prototyping using tools such as GameMaker Pro 8.0.
- Generation and maintenance of Game Design and Level Design Documents.
- Experience using Commercial Level Editors (E.g. Gamebryo SceneDesigner)
- Well-versed in Game Design Theory (Game Mechanics, Feedback Loops, etc.)
- Versed in Scripting and Programming Languages (E.g. Python, C#).
- Functional UI Design using Microsoft Visio and Adobe Photoshop.
- Strong creative and business writing skills.
- Strong presentation skills, with the experience of pitching to publishers.
- Understanding and management experience of a Game Production Pipeline.
- Versed in asset creation using Adobe Photoshop, Premiere Pro, Flash.
- Well-versed in Microsoft Office Applications.

References and Portfolio

Portfolio available at <http://dark-manifesto.blogspot.com>