MATTHEW FONG

GAMEPLAY DESIGNER

—

Personable and communicative gameplay designer seeking work in a creative and deadline driven environment. Eager to manage designs and gameplay systems to improve current and upcoming projects in the games industry. Worked as a project and design lead for 1 year within the Action-Adventure game genre.

EXPERIENCE

OCT 2019 - SEPT 2020

+ ABOVE GROUND
GAMEPLAY DESIGNER/LEVEL DESIGNER/LEAD DESIGNER

- Designed and drove the vision and implementation of features and game systems.
- Worked within existing systems and expanded them, including integrating feedback from UX testing.
- Partnered with programmers to consider the game design and player engagement. targets.

JULY 2019 - SEPT 2020

+ RUE
GAME DESIGNER/PROGRAMMER

- Solo developed project.
- Designed all Systems and Gameplay.
- Use Unity and proprietary content tools to develop and test designs.

JULY 2020 - SEPT 2020

+ BENEATH THE BLOSSOM
GAME DESIGNER

- Designed User Experience .
- Worked with designers and programmers to measure player retention and moods.
- Used various resources on human psychology to affect player moods.

EDUCATION

2018 - 2020

+ GAME ART & DESIGN DIPLOMA
LASALLE COLLEGE VANCOUVER

Graduated with 2 years of experience focusing on Game Design, Scripting, Documentation, and Communication.

CONTACT

PHONE
+778 938 2030

EMAIL
mattefong@outlook.com

LOCATION
Burnaby, BC

PORTFOLIO

https://mattefong.itch.io/
https://mattefong.wixsite.com/mattefong
linkedin.com/in/mattefong

EXPERTISE

Unity

Adobe Illustrator

Adobe Photoshop

Unreal Engine

AutoDesk Maya