



OH Jun Yang

GAME DESIGN UNDERGRADUATE

Good understanding of Gameplay loops, pacing of Gameplay Beats, as well as being able to communicate across different disciplines. Constantly re-evaluating development pipelines to find the most effective and efficient process.

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bit.ly/OhJunYang_Portfolio

EDUCATION

Current
Sep 2018

DigiPen Institute of Technology. Bachelor of Arts in Game Design

- Won Best Game Award for Freshmen and Sophomore years, as well as being nominees for finalists in 2 other categories
- Won 3rd place for Game of the Year during Sophomore year
- Documenting designs to ensure clear understanding when viewed by anyone on the development team, be it artists or programmers
- Able to communicate well with artists and programmers to find solutions to problems during the production phase

May 2016
Apr 2013

Ngee Ann Polytechnic, Diploma in Multimedia & Animation

- Organized the Ngee Ann Polytechnic Freshmen Orientation Camp in 2016 as part of the Ngee Ann Polytechnic Student Union's Executive Committee.
- Led a committee of 20 students to plan social events for the students of the polytechnic, such as the Freshmen Dance Party

TOOLS

Game Engines

- Unity, Unreal Engine
- Experience working in a Custom Engine

Production

- JIRA, Trello

Autodesk

- 3DS Max

Adobe Suite

- Photoshop, XD

Coding

- C#, Visual Scripting

Documentation

- MS Office, Draw.io

EXPERIENCE

May 2020
Apr 2020

Game Designer, Sample Store

- Designed an Instagram game filter to increase engagement and awareness for their brand.
- Worked closely with Sales and Marketing team to ensure the game stays true to the brand
- Designed and implemented game mechanics and controls using Spark AR software.
- Published game to Sample Store's Instagram page using Spark AR

Aug 2018
Oct 2016

Specialist, Singapore Armed Forces

- Took charge of 8 men as their Section Commander to engage in unit operations
- Oversaw training to improve operation processes
- Liaised with Platoon Commander to understand the day-to-day objectives

SKILLS

Understanding Gameplay Loops

Creating Game Design Documents

Documenting Level Intensity Curve

Communication across Disciplines

Analytical Frame of Mind

Good Time Management

INTERESTS

Guitar

Wellness

Reading

Fitness

AWARDS

2020

- Best Sophomore Game
- Claude Comair Game of the Year 3rd Place
- Dean's Honor List

2019

- Best Freshmen Game
- Dean's Honor List