

Game Designer

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EXPERTISE

- Game design including mechanics, level, system, narrative, UI, and UX
- Optimizing team synergy, project management
- Audio asset creation, graphical asset creation, testing and quality assurance
- **Softwares:** TestRail, RESTer, Confluence, Unity, Unreal, FL Studio, Figma, Salesforce, Photoshop, Slack
- **Languages:** English, French, Mandarin Chinese, Spanish (basic), Japanese (basic)

GAME DESIGN (Selected from 20+)

- [The Last Hacktivists 2](#) (Mechanics design, music and sound, art and sprites, programming, project management)
- [Reboot](#) (Mechanics design, level design, music and sound, project management)
- [First Turn Kill](#) (Mechanics design, card design, project management)
- [Screen](#) (Mechanics design, narrative design, music and sound, project management)
- [Charming Offering](#) (Mechanics design, card design, project management)
- [Stan Stopper](#) (Mechanics design, music and sound, art and sprites, project management)

PROFESSIONAL EXPERIENCE

KEYWORDS STUDIOS (WARNER BROS. GAMES), Montreal

2023 - 2025

Live Quality Assurance Tester (Level 3)

- Ensured the functionality of various games on different platforms through effective testing.
- Provided in-person coaching of testers, writing tutorial articles and making video guides.
- Identified and communicated issues experienced with games and their related materials to coworkers, leads, and external clients.
- Verified future in-game content and promotional emails.
- Created and entered data into milestones (TestRail).

GAMELOFT MONTREAL, Montreal

2018

Game Designer (Intern)

- Brainstormed and helped design playable characters' abilities for a mobile MOBA game.
- Interviewed and shadowed 2D artists, 3D artists, programmers, and designers.
- Tested and provided feedback for a mobile game.

EDUCATION

Bachelor of Fine Arts, Specialization in Computation Arts

2019 - 2023

Concordia University, Montreal

DEC in Interactive Media Arts (Arts, Literature and Communication)

2017 - 2019

Dawson College, Montreal