# **BENNY CHUNG**

## **GAME DESIGNER**



boingthe2nd.com 📞 (647) -973 - 2987







©BoingThe2nd benny.chung.gamedesign@gmail.com

### Summary

Driven Game Design student with a strong sense of game systems, mechanics, and creating compelling user experiences. Proven experience in working with teams of all types requiring collaboration, a high level of organization, and efficiency to create a final product within a tight deadline. A team player who is happy to both manage and participate in varying size teams and diverse groups.

### **Education**

#### Honours Bachelor of Game Design

Sheridan College, Oakville ON 2018 - 2022

- Iterative Processes for Games
- Team-Based Workflow
- Object Oriented Game Programming
- Knowledge of Game Development Disciplines

#### **Skills**

#### Technical





Microsoft Excel



- Time Mangament
- Agile Development
- Leadership and Work Delegation
- Communication
- **Documentation**
- Rapid prototyping and Iterative Design

## Relevant Experience

#### SNØ: An Avalanche Adventure

#### Capstone Project - Sept. 2021 - April 2022

- Working in a remote environment, couple with in-person meetings
- Create many different base game systems that build off one another
- Longer term project that helped foster better priortization skills for a variety of different disciplines
- Learned to integrate real world lessons into our game mechanics

#### Theme Committe Member

#### For Global Game Jam - Dec. 2022

- Weekly remote meetings to create a theme that would be diverse and non-threatening
- Worked with other team members with diverse backgrounds who brought their unique perspectives
- Carefully considered all possible ideas, by diverging and converging what they could possiblly create

#### Sheridan Design Week - Mar. 2021

- Prioritized creating a game with a direct focus on the player's experience
- Used daily design consultations with professors to improve our game's immersion
- Delegated each team member to do tasks they were comfortable in, to reach daily deliverables



FINDING SOLUTIONS BECAUSE... THERE'S ALWAYS ONE OUT THERE



Puyo Puyo



(DM and Player)



