

# BENNY CHUNG

# GAME DESIGNER

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## Summary

A Game Designer that is highly dedicated to perfecting a game's essence, whether that's its mechanics, systems or its user experience. Driven by finding solutions to known and unknown problems by getting a clear picture of all connected disciplines. A team player who is happy to both manage and participate in varying size teams and diverse groups.

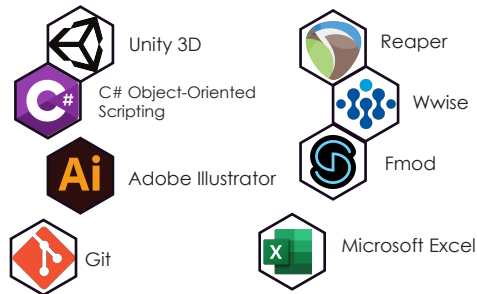
## Education

### Honours Bachelor of Game Design

- Sheridan College, Oakville ON 2018 - 2022** *With Honours*
- Iterative Processes for Games
  - Team-Based Workflow
  - Object Oriented Game Programming
  - Knowledge of All Game Development Disciplines

## Skills

### Technical



### Work Oriented

- Time Management
- Agile Development
- Leadership and Work Delegation
- Communication
- Detailed Written Documentation
- Rapid prototyping and Iterative Design

## Relevant Experience

### Bait Watch

#### Toronto Game Jam - May, 2023

- Selected to be showcased at IO:Connect Summer Showcase 2023.
- Designed and developed independently, delegating asset creation to dedicated floaters available during the Jam
- Focused a large portion of development time to User Experience and Quality of Life
- Used a variety of developer tools to better player experience and to speed up production time

### Programming Instructor

#### Code Ninjas Markham - Aug, 2022

- Instructed students to read and write code by making simple Games in Unity
- Helped students develop solutions when they encountered problems outside of their coding knowledge
- Taught students to explore coding techniques during the creation of their games
- Simplified complex coding topics into easy to comprehend and step-by-step tutorials

### SNØ: An Avalanche Adventure

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

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

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

### Interests

