

# Game Designer

**Portfolio:** yoshuawoo.com  
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**Location:** Berlin, Germany

## Software

- Unity (Editor Workflows, Best Practices, C# Programming, Shaders, Audio Implementation)
- Unreal Engine 4 (Fundamental Blueprinting and Prototyping)
- Git, SVN
- JIRA, Notion
- Figma, AdobeXD
- Adobe Photoshop, Illustrator, InDesign
- Blender, Substance Suite

## Skills

- Designing character controllers with a good eye for flow and game feel
- Rapid-prototyping designs on paper and in engine
- Finding creative solutions to complex problems
- Tweaking and iterating systems and parameters based on feedback/playtesting
- Interdisciplinary Communication
- Programming designer/iteration friendly implementations

## Languages

- German (Native Speaker)
- English (Professional)
- Japanese (Conversational)

# Yoshua Woo

## Professional Experience

### KING Art Games - Game Design Intern

Unnanounced Title, Turn-Based Tactics Game

September 2019 - February 2020

- Iterating an existing combat prototype in Unity
- Analogue Prototyping of game systems
- Design and prototyping of UX and UI
- User research, persona creation and pain- point analysis

### DE:HIVE - Student Research Assistant

February 2018 - March 2019

- Prototyping IoT applications with physical computing and Microcontrollers
- Assisting with planning and execution of design thinking workshops

## Student Projects (Selection)

### Non Violent FPS - Solo Project

October 2020 - April 2021

- Creating multiple explorative prototypes about non-violent shooting
- Designing and implementing a non-violent feeling first-person player-controller
- Iterating curated interactions between player and NPCs based on frequent playtests

### Hoversword - Game Designer

April - September 2020

- Designing and implementing the physics based hoverboard
- Prototyping game and combat systems
- Collaborating with the Level Designer and Artists to create a cohesive vision for the final product
- Working with the sound designer to implement adaptive audio using fmod

### GUSH - Game Designer

October 2018 - February 2019

- Ideating and prototyping gameplay
- Designing the game system
- Designing and implementing UI and feedback effects
- Prototyping and iterating level design

## Education

### Game Design - Bachelor of Arts

2017 - 2021 at University of Applied Sciences HTW Berlin