

# Damian Yong Sien Ding

Game Developer | Game Designer | Level Designer

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[My Portfolio](#)

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Kuala Lumpur, Malaysia

## SUMMARY

Passionate Game Director and Designer with hands-on experience in narrative-driven game development, team leadership, and creative direction. Skilled in Unity (C#), gameplay design, and production management. Directed Veilborn Woods, a surreal narrative project developed in three months by a five-member team, demonstrating adaptability, vision, and collaboration under tight deadlines.

## EXPERIENCE

### Game Developer Intern

#### Kotakoren Studios

- Collaborated with the development team on gameplay scripting, level design, and debugging using Unity and C#.
- Contributed to prototype development and internal tools to enhance gameplay flow and performance.
- Gained experience in agile production pipelines, version control (GitHub), and cross-department communication between designers and artists.
- Developed a deeper understanding of the game production cycle, game design, and professional studio workflow.

### Game Director

#### Veilborn Woods (Final Year Project)

- Directed a team of five through a full 3-month production cycle, overseeing concept, design, and development.
- Defined the game's core vision, narrative themes, and surreal world design, integrating story with gameplay.
- Demonstrated adaptability and leadership by guiding a multidisciplinary team despite limited prior directing experience.
- Produced a playable narrative experience emphasizing emotional storytelling and atmosphere.

## EDUCATION

### BSc (Hons) in Computer Games Development

#### Asia Pacific University

CGPA: 3.71

Kuala Lumpur, Malaysia

2022 - 2025

## ACHIEVEMENTS

### Etiqua+ Minigame Project Winner

Designed the core game mechanics and led the art direction of the game. Tweaked the game design and difficulty according to feedback received.

### UM Game Jam 2024 - 2<sup>nd</sup> Runner Up

Led the game mechanic and lore with mechanics and stories that match the Game Jam topic about Lying.

### APU FYP 2025 - Veilborn Woods

Directed the game direction, narration, mechanics and art style. Bridged the gameplay with real-life nature issues.

## SKILLS

Game Design      Level Design

Worldbuilding    Narrative Design

Unity Engine      Blender

## COURSES

### 3D Animation with Blender

Specialized training program by MDEC, led by Mr Zainul Arifin, using Blender and Unity Engine.

## PASSION

### Bridging Nature and Games

I aspire to build surreal, emotionally resonant worlds that merge the spirit of nature with interactive storytelling, inspiring players to explore meaning beyond the screen.

### Designing Deep, Human Characters

I'm passionate about crafting characters whose journeys reflect vulnerability and self-discovery, bringing emotional depth to the gameplay experience.