

Damian Yong Sien Ding

Game Developer | Game Designer | Level Designer

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Kuala Lumpur, Malaysia

[My Portfolio](#)

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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

Kuala Lumpur, Malaysia

CGPA: 3.71

2022 - 2025

ACHIEVEMENTS

Etiqa+ 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 - 2nd 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.