

Zachary Low, Game Designer

Singapore, Mobile : 90882295, Email: zachary.j.low@gmail.com, LinkedIn: www.linkedin.com/in/zachary-low-yang-kai

PROFILE

As a second-year student studying Computer Science in SUTD, I am driven by my passion for games, stories, and the intricate details that make them captivating. My diverse experience in various fields has given me the opportunity to develop my creativity and teamwork skills, which I am eager to apply in any future endeavors. I am constantly seeking new opportunities to learn and grow which I believe will allow me to make an impact in the game industry.

EDUCATION

May 2021 — Present	Bachelor of Engineering, Singapore University of Technology and Design	Singapore
	<ul style="list-style-type: none">• B.E. (Computer Science and Design)• MS (Technology Entrepreneurship)	
Jan 2013 — Nov 2018	A Levels, Raffles Institution	Singapore
	<ul style="list-style-type: none">• Took Physics, Chemistry, Math and Economics	

EMPLOYMENT HISTORY

Feb 2023 — Present	Freelance Game Designer	
	<ul style="list-style-type: none">• Collaborating with a team remotely to iterate over game play and UI/UX flows to ensure a fun and smooth experience for users• Conceptualizing and creating engaging game mechanics, levels, and storylines	
May 2022 — Aug 2022	Game Designer Intern, Gamellogic	Singapore
	<ul style="list-style-type: none">• Designed new elements and features of the game "Fishing with Friends" on Unity• Assisted the lead designer with day-to-day tasks to ensure organization and productivity.	
Dec 2020 — Aug 2021	Game Designer and Product Intern, Codomo Pte Ltd	Singapore
	<ul style="list-style-type: none">• Planned the UX/UI design of product website• Designed key aspects of the Kickstarter game "Potato Pirates 3: Battlechips"• Crafted the narratives and storylines behind the game• Managed the "Potato Pirates 3: Battlechips" Kickstarter Webpage and facilitated its launch	
Apr 2017 — Present	Case Writer & Letter Writer	Singapore
	<ul style="list-style-type: none">• Volunteer at the Meet-The-People Session at the Marine Parade GRC• Assist residents with drafting correspondence to government agencies regarding their concerns and grievances	
Oct 2016 — Mar 2017	Translator & Editor, Gravity Tales	
	<ul style="list-style-type: none">• Translated Chinese Webnovels into English and edited them before release.• Liased with foreign authors and hosted them while in Singapore	

SKILLS

Problem Solving	Game Strategy
Game Design	Creative Writing
English Writing	Critical Thinking

ADDITIONAL INFORMATION

- Fluent in English and Chinese (both written and spoken) as well as Teochew (Dialect)
- Decent command of Python/Java
- Proficient knowledge in Microsoft Office
- Enjoys dance, sports, reading & gaming