Hello, my name is Benedict Wong. I’m a game designer and programming enthusiast.

My experiences in programming lie mainly in Java, C and Python where I have created simple side-scrolling games, interactive environments and sorting mechanisms that help users organize their file space.

I am a game designer whose interests lie in creating games with strong narratives and transformative experiences. My goals in creating these games are to evoke a deep and meaningful feeling from the player to create experiences that they can share with others.