**Technical**

* Game mechanics design
* Narrative design
* UI and UX design
* Design document creation
* Slide presentation creation
* Wireframing with Figma
* Vector art with Figma
* Image editing with Photoshop
* Pixel art with GraphicsGale
* 3D environmental modelling with Maya
* Website creation (HTML, CSS, JavaScript)
* Unity Engine (C#)
* Unreal Engine (C++)
* C language
* Music composition
* Digital audio engineering with FL Studio 20

**Interpersonal**

* Teamwork
* Planning
* Management
* Communication
* Critical thinking
* Time management
* Public speaking

**High School Diploma: International Baccalaureate Program**

*Collège Saint-Louis, Montreal, Quebec*

* Chemistry and Physics
* Natural science math

**DEC: Interactive Media Arts (Arts, Literature and Communication)**

*Dawson College, Montreal, Quebec*

* 92% average grade
* Honour student

**Bachelor of Fine Arts: Specialization in Computation Arts**

*Concordia University, Montreal, Quebec*

* 3.89 CGPA
* Golden Key member

**Education**

**Student Ambassador**

Concordia University, Montreal, Quebec

* Delivered campus tours to prospective students on both campuses.
* Operated kiosks at high schools to answer questions about the university.
* Triaged visitors at the front desk of the Welcome Centre.

2022-06 –

Present

**Work History**

Che Tan makes video games as well as tabletop games. He loves playing trading card games and dreams of one day creating his own. He often designs games by combining ideas from different genres to generate new synergistic game concepts that feel fresh but familiar, such as a top-down space shooter with a MOBA style ability system. His greatest passion is creating challenging and replayable gameplay loops that keep the player coming back for more.

**CHE TAN**

Game Designer

**Contact**

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linkedin.com/in/che-t-625842a6/**

**Skills**

2017-08 –

2019-06

2019-09 –

Present

2012-08 –

2017-06

2018

2022

2023

2021

2020

2019

2017

**Projects**

**Languages**

**Sorcerer V Aliens**

Scratch MIT, space shooter

**Celestial Pathmaker**

Scratch MIT, runner game

**Instant Input**

Micro:bit, reaction speed game

**Feranite – The Truebreed Convergence**

Tabletop, card game

**Project Leader**

Tabletop, card game

**Gunfire Rush**

Unreal Engine 4, rail shooter & runner

**Wizard VS Killer Robot**

P5.JS, action & turn-based RPG

**Pudding Quest**

Website (HTML, CSS, JavaScript), choose your own adventure

**The Last Hacktivists**

P5.JS, turn-based RPG & 2D shooter

**Breakdown Bowling**

Unity Engine, puzzle

**The Lootbox Mechanic**

P5.JS, typing & strategy

**Hungry Hustlers**

Unity Engine, 2D shooter

**Screen**

Unity Engine, mystery & simulation

**Re-Boot**

Unity Engine, puzzle & platformer

**Stan Stopper**

Unity Engine, 2D shooter

**The Campaign Office**

Unity Engine, educational & point-and-click

**The Chilling Trial**

Adventuron, mystery & text adventure

**English**

**French**

**Mandarin Chinese**

**Spanish (basic)**

**Japanese (basic)**