Wei-Wei Lin
GAME DESIGNER / PRODUCER / BUG TESTER

Scarsdale, NY - Email me on Indeed: indeed.com/r/Wei-Wei-Lin/b0f0c516ac7f6e01

Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

GAME DESIGNER / PRODUCER / BUG TESTER
Global Game Jam   -   New York, NY - 2016 to 2017

Designed games for Global Game Jam, the world's largest game creation event established to promote game development and creativity. Games are created from beginning to end within 48 hours to encourage creative thinking resulting in small, innovative and experimental games.
Designs:
• Hide Tide Havoc - Designed and tested bugs for a game that uses the power of the moon to control the tides and get a canine castaway home.
• Give Us Strength - Designed and produced a rhythm-based game about a tribe trying to summon their god before going to war.

LEVEL DESIGNER
CelleC   -   Winter Park, FL - 2015 to 2016

Took proposed game level concepts and mechanics from paper to functional in-game levels, translating them, and performing game engine testing to adjust as needed. Wrote new game proposals including game mechanics, sample prototype images and basic game flow.
Design:
• Magnet Mayhem - Designed levels for a physics-based puzzle game using magnets to navigate around obstacles, figuring out the best path for an adventurer from point A to B on his or her journey.

JUNIOR DEVELOPER
Roosevelt Management Company   -   New York, NY - 2011 to 2014

Assisted in developing and expanding existing internal platforms including functionality, error-checking and bug fixing. Created, updated and fixed automated processes to speed internal information processing.

EDUCATION

MASTER OF SCIENCE in GAME DESIGN
Full Sail University
2016

BACHELOR OF SCIENCE in INFORMATION SYSTEMS
Carnegie Mellon University   -   Pittsburgh, PA
2010

SKILLS

GAMES (1 year), PROTOTYPE (1 year), PROTOTYPES (1 year), TESTING (1 year), .NET (Less than 1 year)

LINKS

http://weiweilin.weebly.com/

ADDITIONAL INFORMATION

CORE COMPETENCIES

Game Design • Level Design • Multiplayer Games • Prototypes • Game Flow • Error Checking • Bug Fixing • Testing • Unity • Visual Studio • C# • ORACLE • T-SQL

GAME DESIGN EXPERIENCE