# JUSTIN DONG – GAME DESIGNER

CONTACT DETAILS:
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## OBJECTIVE

I use my technical and creative experience working in a wide variety of problem areas to provide meaningful, elegant solutions to difficult, ambiguous problems.

## SKILLS

### LEADERSHIP AND MANAGEMENT:

- Working in both agile and waterfall methodologies and frameworks (Scrum, SaFE)
- Organising and allocating tasks based on requirements, skills, deadlines and dependencies, and administrating Kanban boards in TFS, Trello, and Miro.
- Driving teams and facilitating culture and process improvement as a Scrum Master.
- Directing various creative and technical implementations of features, including art, design, UX and programming.

### RESEARCH AND ANALYSIS

- Skilled at conducting collaborative, user-directed and open-ended user testing methods.
- Strong experience adapting and refining designs in highly ambiguous problem areas.
- Reduction of ambiguity through research and analysis.
- Skilled at ideating, iterating and implementing features to provide business value in a multitude of problem areas.
- Communicating and negotiating requirements with various stakeholders.

### PROGRAMMING

- Javascript (Durandal, Knockout.js, JasmineJS, Angular (TypeScript)), JQuery, HTML, CSS.
- C# (Unity, Selenium Framework), Java (JavaFX), Python, Unreal Blueprints.
- Google Sheets: AppScript for basic custom functions.
- Implementation of various software design patterns, algorithms, data structures and object-oriented programming concepts and testing methodologies.

### SOFTWARE

- Adobe Suite (Illustrator, Photoshop, Adobe XD, After Effects, Premiere Pro)
- Unity, Unreal Engine 4: Scripting and programming (UE4 blueprints), level design.
- Sketch: UX/UI Designs for web using component libraries to match a wider design pattern constraint.
- Google Sheets (Custom functions, equations, validations, graphing).
- Version Control: Git, Git LFS, Perforce

## EMPLOYMENT:

AUGUST 2020-APRIL 2021: HALFBRICK STUDIOS: GRADUATE GAME DESIGNER

- Generalist game design using a stripped-back Scrum methodology in Miro. Trello/Miro administration within a small graduate team.

JUNE 2019-AUGUST 2020: AUSTRALIAN TAXATION OFFICE: APPLICATION DEVELOPER

- Team UX champion and shadow Scrum Master.
- Agile web development, analysis and testing in a large, professional organisation.

## NOTABLE PROJECTS:

HALFBRICK STUDIOS: **Game design, Kanban administration.**

- Core game design, level, metaprogression, economy and monetisation design. Conducted market, genre and game analysis for casual, midcore and hybridcasual prototypes.

*AT THE EDGE OF THE WEST:* **Handled all design and development work.**

- (Personal project). A tabletop roleplaying game in a social, local setting, with elements derived from social deduction games.

UNIVERSITY OF QUEENSLAND

- *Crimey Boyz*: **Game/Level design, programming, technical art direction, testing, Kanban administration.**
  - o An asymmetric party game made in Unity for desktop and mobile devices using the Lightweight Render Pipeline and MLAPI, focused on seamless, synchronous competitive and cooperative gameplay.
- *Rickety Spaceship Simulator:* **Game design, programming, technical art, research, testing.**
  - o An asymmetric team-building game made in Unity, focused on communication and distributed cognition in a physical environment.
- Social/Mobile Computing: *Better Habits Battle Royale*: **Researcher, UI/UX designer.**
  - o A mobile application designed for behaviour change using gamification and research in self-determination theory.

AUSTRALIAN TAXATION OFFICE:

- *PAYG Withholding Variation Application*: **Team UI/UX designer, lead business analyst.**
  - o Primary designer for this feature during development. Negotiated business, technical and design requirements around various stakeholders.

## EDUCATION

2017- 2019: **UNIVERSITY OF QUEENSLAND:** BACHELOR OF INFORMATION TECHNOLOGY (USER EXPERIENCE)

- Design Society

2018: **PURDUE UNIVERSITY**: EXCHANGE STUDENT

- Purdue SIGGRAPH, Game Developers United, Asian American Association, Dungeons and Dragons, Purdue Swing Dance.

## REFERENCES

**Yousuf Mohammed:** Scrum Master at the Australian Taxation Office: **Mobile:** 0411984205 | **E-mail:** yousuf.mohammed@ato.gov.au
**Brantly McCord**: Game Development Teaching Assistant at Purdue University: **Mobile**: +15745167021 **E-mail**: mccord4@purdue.edu