

Joey Yeo

Senior Game Designer
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EXPERIENCE

Stoic Studio – Towerborne – Senior Game Designer

JANUARY 2023 - PRESENT

Designing and implementing the main campaign quest, side quests and side-scrolling action gameplay missions for *Towerborne*, an multiplayer beat-em-up RPG for PC & Xbox.

Working with engineering and tools teams to augment *Towerborne*'s quest and narrative capabilities, pitching features such as simultaneous quest objectives and mood-based NPC conversations.

Collaborating with narrative and liveops teams to improve player engagement and retention via seasonal event content.

Tempo – The Bazaar – Game Designer

AUGUST 2021 - DECEMBER 2022

Designed and implemented enemies, items and events for *The Bazaar*, a free-to-play competitive auto-battler for PC and mobile.

Improved workflow of design team by designing and implementing improvements to internal content creation tools, speeding up creation of new items.

Schell Games – Game Designer

FEBRUARY 2020 - JULY 2021

Designed and implemented levels and enemy AI in Unreal Engine 4 for a mass multiplayer live entertainment experience for the *Star Wars* IP.

Wrote Python scripts to import spreadsheet data into game objects and scripted UE4 Editor Utility Widgets to simplify level manipulation based on client feedback.

Tinkertanker – Unity Instructor

JULY 2018 - AUGUST 2018

Taught middle and high school students to make games and apps in Unity, utilizing AR/VR plugins.

EDUCATION

Carnegie Mellon University Master of Entertainment Technology

AUGUST 2018 - DEC 2019

National University of Singapore Bachelor of Computing, Computer Science (Interactive Media)

2014 - 2018

SKILLS

Game Engines: Unity, Unreal Engine, Godot

Scripting Languages: C#, Unreal Blueprint, Java, C++, JavaScript, Python

Version Control: Git, Perforce

Web: Node.js, Express, Angular, React

Graphics Software: Photoshop, Illustrator, Blender, Figma

Other: Rapid Prototyping, Wireframing, Playtesting, Agile Development

LANGUAGES

English (Native Speaker),
Japanese (JLPT N1),
Mandarin (Limited Working Proficiency)