

# Joey Yeo

Senior Game Designer  
Brooklyn, NY

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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)