Joey Yeo
Game and Experience Designer

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Education

Master of Entertainment Technology
Carnegie Mellon University
Entertainment Technology Center
2018 - Dec 2019

Bachelor of Computing
(Computer Science)
National University of Singapore
2014 - 2018

Skills

Game Engines: Unity, Unreal Engine
Scripting Languages: C#, Java, C++, Python, JavaScript
Web: Node.js, Express, Angular, React
3D Modeling: Maya, Blender
Other: Wireframing, Rapid Prototyping, Playtesting, AGILE development

Relevant Coursework

Building Virtual Worlds, Visual Story, Technical Character Animation, Game Design, Probability and Statistics, Fundamentals of Physics, Human-Computer Interaction, Interaction Design for VR/AR, Software Engineering, Computer Science

Academic Projects

Jam Session | Fall 2019
ETC | Designer / Programmer
An ongoing rapid prototyping project exploring rhythm game design through the creation of short, experimental games in an interdisciplinary team.

Ramen Simulator | Spring 2019
ETC | Designer / Programmer
A browser-based cooking action game, designed and programmed in Unity as part of a Game Design class at the ETC. The game was playtested and iterated on multiple times, with each stage of iteration documented. Released on itch.io.

Commit to the Bits | Spring 2019
ETC | Designer / Programmer
Designed and programmed novel interactions in an interdisciplinary team of artists, programmers and designers, by creating a Twitch extension using Node.js and React, with a companion show control system in Unity. This project solved design challenges that came from exploring the intersection between improv acting and livestreaming, such as managing latency and audience attention.

Building Virtual Worlds | Fall 2018
ETC | Programmer / Designer
Programmed and designed a variety of interactive experiences using cutting-edge technology (VR, AR) in interdisciplinary teams via rapid prototyping in Unity. These experiences had to be centered on specific themes while still being engaging and appealing.

8th Sea | Spring 2017
NUS | Designer / Programmer
Programmed and designed UI and gameplay for a multiplayer split-screen cooperative action game, where chaotic gameplay had to be balanced with clear

Experience

National High School Game Academy | Summer 2019
Teaching Assistant (Programming)
Taught high schoolers how to create 2D, 3D and VR games in the Unity game engine. Mentored students and advised teams on game design and development.

Tinkertanker | Summer 2018
Intern, Unity Instructor
Ported prototype mobile apps made by middle schoolers into publishable Unity apps. Taught middle and high school students to make games in Unity. Designed and executed an escape room game with technological elements, using Arduino, Unity and Google Cardboard.

Hiverlab | Summer 2017
Software Engineering Intern
Programmed interactive 360 video applications for corporate clients in Unity for the Samsung Gear.