

# Joey Yeo

Game Designer

(412) 708-5624

[yeojoey@gmail.com](mailto:yeojoey@gmail.com)

[yeojoey.com](http://yeojoey.com)

## EXPERIENCE

### Tempo – Game Designer

AUGUST 2021 - PRESENT

Designing and implementing creature, item and event concepts for The Bazaar, an upcoming competitive auto-battler for PC and mobile. Improving the workflow of other designers on the team by designing and implementing improvements to our internal content creation tools.

### Schell Games – Game Designer

FEBRUARY 2020 - JULY 2021

Designed and implemented game levels in Unreal Engine 4 for a mass multiplayer live entertainment experience. Met with clients and contractors to document, iterate on and implement feedback.

### Tinkertanker – Intern and Unity Instructor

JULY 2018 - AUGUST 2018

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.

## PROJECTS

### Jam Session – Rhythm Game Prototyping and Development

Explored rhythm game design through the creation of experimental games for PC, VR and mobile. Spearheaded playtesting and iteration for a multiplayer rhythm-based fighting game and a rhythm puzzle game. Responsible for designing, programming and playtesting multiple game prototypes with an interdisciplinary team.

## 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 4

**Scripting Languages:** C#, Java, C++,

JavaScript, Python

**Version Control:** Git, Perforce

**Web:** Node.js, Express, Angular, React

**3D Modeling:** Blender

**Other:** Rapid Prototyping,

Wireframing, Playtesting, AGILE

Development

## LANGUAGES

English, Japanese (JLPT N1)