

Jerry G. W. Wong

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Objective

To obtain a position as a game designer in the game development industry.

Education

Game Art and Design Diploma

2007-2009

The Art Institute of Vancouver, Burnaby, B.C.

Summary of Skills

Level Design

Fotagogos Project Lead and Level Designer – www.fotagogos.net

12 people, 6 month development, 2D sidescroller puzzle game

- Created and implemented introductory levels with proper escalation
- Led and organized the production team, consistently met milestones.
- Ensured high quality level designs by seeking feedback from focus testers and surveys.

Game Scripter

- Skilled in: Lua, Python, Unreal Engine 3, ActionScript, and Game Maker.
- Designed and developed games using scripting languages.

Work Experience

VMC Game Labs - EA Canada

2010-2011

Quality Assurance Tester

- Diligently completed tasks with attention to detail for catching game bugs and errors.
- Effectively worked with team members to exceed work deadlines.
- Worked on: NHL 11, Fifa 11, Fifa 11 Ultimate Team DLC, Fifa Online 3.

Achievements

Art Institute of Vancouver Portfolio Show “Best of Show” Award

December 2009

References available upon request