

TOH BOON WEE

GAME DESIGNER

PROFILE

Adaptable Game Design graduate with a passion for creating immersive gaming worlds.

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WORK EXPERIENCE

Knowledge Tree Education Centre

Game Designer Intern

Sep 2015 – Jan 2016

- Tasked with creating educational mini-games with Gamemaker Studio and Construct 2 for each subject: English, Math, and Science.
- Designed game mechanics, UI, and 2D art assets suitable for students aged between 7 to 12 years old.

PROJECT EXPERIENCES

Traveller | Team Size: 10

Game Designer, Art Co-Lead

Sep 2021 – Apr 2022

- 3D resource management narrative project.
- Tasks include Unity rapid prototyping, 3D assets creation using Autodesk Maya and Substance Painter, level design, playtesting, and game design documentation.

Inner World | Team Size: 07

Producer, Design Lead

Sep 2020 – Apr 2021

- 2D dungeon crawler hack and slash project.
- Tasks include Unity rapid prototyping, combat design, level design, production pipeline, team management, playtesting, and game design documentation.

Herod's Epoch | Team Size: 05

Design Lead

Jan 2020 – Apr 2020

- 2D platformer shooter project, made in Unity.
- Tasks include Unity rapid prototyping, combat design, level design, C# scripting, playtesting, and game design documentation.

EDUCATION

Bachelor of Arts in Game Design

DigiPen Institute of Technology Singapore

Sep 2019 – Apr 2024

Diploma in Game Design

Republic Polytechnic

Apr 2013 – May 2016

AWARDS

DigiPen Games Award | Over N' Out

Finalist for Most Innovative Design
2020

National Day Parade | Participation Certificate

Engagement Committee
2017

SKILLS

- Game Design
- Team Player
- Level Design
- Detail Oriented
- Rapid Prototyping
- Research & Documentation

SOFTWARES

- Unity
- Figma
- Unreal Engine 4
- Microsoft Office (Excel, PowerPoint, Word)
- Adobe Photoshop

PROGRAMMING

- C#
- Visual Scripting (Unity)

LANGUAGES

- English
- Chinese