DARREN KWAN

GAME DESIGN / LEVEL DESIGN

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PORTFOLIO : https://www.darrenkwan.com/

CORE SKILLS

- Game Design - Level Design, Systems Design, Rapid Prototyping, Design Documentation
- Software - Maya, 3DS Max, Photoshop, Premiere Pro, Illustrator
- Programming Languages - C#, Python, Unreal Blueprints
- Game Engines - Unity, Unreal Engine 4
- Source Control - Perforce, GitHub

WORK EXPERIENCE

Squanch Games - Game Design Intern

Unannounced Project : June 2021 - September 2021

- Worked on an unannounced titled using Unreal Engine 4
- Completed level design work ranging from level blockouts and grayboxing, combat encounters, and traversal design
- Utilized visual scripting with Unreal Blueprints to implement various gameplay mechanics and narrative sequences
- Designed and ideated on weapon and ability mechanics and various environment / level designs

Coin Crew Games - Game Design Intern

Escape Academy : January 2021 - April 2021

- Worked alongside senior designers to perform level and puzzle design analysis and ideation
- Proposed fully developed pitch decks of my design ideations for new puzzles and levels
- Created detailed research documents and mechanics / systems documentation

Two Bit Circus Foundation - Creative Technologist

Kern County Museum - Chevron Power Lab : January 2020 - August 2020

- Designed and programmed multiple educational arcade game installments now residing at the Kern County Museum in the Chevron Power Lab
- Designed fully fabricated game cabinets alongside Two Bit Circus fabrication team
- Created Twitch API integrated games that were displayed at the first Two Bit Circus Virtual Steam Carnival

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PROJECT EXPERIENCE

Ao Shu SpellSlinger - Project Lead

ArtCenter College of Design Capstone Project : September 2020 - Present

- Leading a multidisciplinary team of 20+ people spanning design, programming, concept art, production art, technical art, and audio with collaborations with the Rochester Institute of Technology and The Musicians Institute of Hollywood
- Worked alongside team of concept artists to create a fully realized game prototype, art bible, and game design document before being pitched to industry professionals for continued development

Metamorphosis - Unity Engineer

USC Capstone Project : September 2020 - April 2020

- Worked alongside a multidisciplinary team of 20+ people with close collaboration with departments related to art, engineering, sound, and design
- Implemented various game mechanics using Unity and C# and did level design and environmental storytelling work

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AWARDS

ArtCenter Game Jam 2021 - Itch.io Community Award

- Recipient of the ItchI.io Community Award for our game: *Rat King*

Rose Valley Game Jam 2019 - Excellence in Art Award

- Recipient of the Excellence in Art Ward for our game: *Simple Mistakes*

EDUCATION

ArtCenter College of Design - Entertainment Design: Game Design

- B.S. in Entertainment Design - Game Design