



SUI YANG WONG

LEVEL DESIGNER

INFO



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Email

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Website

suiyangportfolio.com

Social



LinkedIn

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wong-sui-yang

Soft Skills

- Team Player
- Detail Oriented
- Open Minded

Hobbies



PROFILE

I am an aspiring level designer that strives to craft interesting yet easy-to-understand levels that players would be able to immerse themselves in using implicit, explicit, and emergent aspects to tell a story with the environment as players progress through a game. I am always eager to learn and constantly find ways to improve my workflow and design process. Other areas I can offer insights to, would be areas such as UI/UX, cinematics, combat, and narrative design. I also possess the skills to generate 2D and 3D assets.



WORK EXPERIENCES

2018 - 2019

Singapore

Tuas Power

[Client Relations Manager]

I am in charge of meeting up and speaking with small to medium enterprise clients on contractual matters as well as managing their accounts.

2017 - 2019

Singapore

Grab

[Client and Telesales]

I am in charge of meeting up and speaking with potential Grab driver to help them setup administrative matters such as setting up their accounts as well as handling their car rentals.

2014 - 2015

Singapore

SideFx

[Internship]

I worked on an interactive project made for kids that was meant to be used in conventions. I also had the opportunity to learn the process of using Houdini and it's pipeline.



EDUCATION



BACHELORS OF ART IN GAME DESIGN

2019 - CURRENT

Singapore Institution Of Technology
Digipen



**DIPLOMA IN INTERACTIVE & DIGITAL MEDIA
(ANIMATION)**

2012 - 2015

Nanyang Polytechnic School of Interactive and Digital Media



PROJECTS

Bogos Binted

[Level Designer, Art Lead, Set Design, Voice Actor]

A quirky on rail shooter game where the player follows the journey as a funky scientist hell-bent on revenge, as tiny aliens destroyed his proof that the earth was square during their process of invading his backyard.

Apocalypse

[Level Design, Set Design]

In a world where zombies have taken over the surface, humans are forced into underground sewages to survive. In this project, the player needs to journey towards the sewage to meet the boss controlling that area to get safe passage.



PROFICIENTCY

