Man Ting Mandy Wong

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Aspiring game designer and developer looking for software development related positions

- Programming languages: Javascript, HTML, CSS, C#, C++, GDScript
- Tools: Krita, Aseprite, Visual Studio Code, Visual Studio 2022, Godot, Unity, Unreal Engine, Github, Adobe Photoshop CC

Education

Bachelor of Science in Game Design and Development, Graduated Spring 2023, GPA 3.66 (Magna cum laude)

Rochester Institute of Technology (RIT), Rochester NY, USA

- Minor in Digital Literatures and Comparative Media

Projects

G.R.A.V.Y. – PC game   July 2024

Game Design and Developer

- Collaborated with 4 other people to make this game in a 2 week game jam, and learning to use Godot on the fly
- Made and edited assets using Aseprite then implementing them in Godot
- Designed UI elements and menus using Godot themes then implemented their functionality
- Coded player, item, and camera behavior using GDScript
- Rigged and animated a 2D skeletal sprite completely within Godot

Leap of Faith – Tabletop game   February 2022 – March 2023

Game Designer

- Collaborated with 4 other people to brainstorm core mechanics and gameplay loops to set the foundation of the game
- Rapid prototyping to facilitate playtesting at the beginning stages of the game to better gain player insight and feedback
- Continued adjustment of card effects and game mechanics to ensure player satisfaction from effect combinations

Web Developer

- Used Figma to design the layout, UI, and flow of the webpages
- Implemented website content in HTML, then styled it to the design using CSS and Bootstrap

Artist

- Made 30+ illustrations for front and back card art based on printing specifications using Krita
- Designed layouts for components to facilitate player experience, intuitiveness, and readability
- Designed graphics for icons used across game components

One Brain Cell – Tabletop game   March 2023

Game Designer

- Designed core mechanics and gameplay within game jam restrictions
- Developed a prototype in Tabletop Playground after multiple iterations within a 2 week time frame
- Conducted playtests to collect player feedback to improve gameplay loop

Audio Visualizer / Just Visuals and Audio – Web App and Game   February – March 2020

Web Developer

- Paired programming with another person in JavaScript, HTML, and CSS to create an audio visualizer web app
- Parse audio data and present it as visual effects using JavaScript and web APIs
- Implement settings and controls to provide varied user experiences

Experience

RIT - School of Interactive Games and Media, Rochester NY, USA   January – May 2021

Artist for Changeling

- Joined 50+ multidisciplinary student team to develop Changeling, a VR game produced in Unreal 4 using different traditional art styles to reflect characters' personalities and feelings in their respective levels.
- Designed concept art and textures for 3D models in the father character's level while working closely with the development team.
- Created 2D assets based on objectives set by the web team.