


RANDALL CHUA

GAME DESIGNER

Based in Singapore

 Randall-GameDesign.com

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Key Skills

- Game Design (3Cs)
- Systems Design
- Level Design
- Rapid Prototyping
- Storytelling & Narrative Design
- Game Production Pipeline
- Proficient in learning and operating commercial and custom Game Engines
- Well-versed with scripting languages and gameplay implementation

Additional Skills

- Excellent analytical, documentation, writing and organisational skills
- Effective cross-disciplinary communication and collaboration skills
- Working knowledge of Source Control software (git, svn .etc)

Programming

- C#
- C++
- Unreal Engine Blueprints

Software

- Unity
- Unreal
- Figma
- FMOD / WWISE
- Adobe Creative Suite

Certifications

- WWISE 101 (Audiokinetic)
- Unreal Engine Foundation (MAGES)

Awards

- Dean's Honor List (Fall 2020)
- Dean's Honor List (Spring 2021)

Experience

Cool Mini or Not (CMON) | Assistant Board Game Producer

09/2023 - PRESENT, Singapore

Currently overseeing an unannounced project. Tasked with managing and assigning tasks to artists, sculptors, and game designers. Worked closely with licensors to maintain a shared vision of the project. Also tasked with assisting senior producers with various project tasks such as community engagement and revising game rules and rulebooks. Currently the Lead Producer for *Zombicide Web Missions*.

Kopiforge | Game Designer and Developer

09/2023 - PRESENT, Singapore

Currently working on SEDAP as a freelancer during my free time. Main responsibilities include Game Design & Documentation, Systems Design, Level Design, and Narrative Design. Was also in-charge of Game Audio implementation using FMOD, as well as various Gameplay and UI features.

Ransackin' Raccoon | Design Lead

09/2022 - 03/2023, Singapore

Directed and maintained the vision and design of the game, making strategic decisions and workarounds to ensure the timely delivery of the final product. Successfully overcame technical hurdles with the Custom Game Engine through creative problem solving. Delegated work to other Game Designers within the team as the Design Lead.

DigiPen (Singapore) | Teaching Assistant

09/2021 - 11/2022, Singapore

Assisted in grading weekly reports, facilitating of class activities, and providing extra guidance for students in the following modules: *Principles of Interactive Design*, *Systems Design*, *Muti-Disciplinary Game Project 2 (GAM200)*, and *Programming Foundations*.

Kajaani University | Gameplay Designer and Programmer

06/2017 - 08/2017, Finland

Successfully collaborated with other international University students to pitch, craft, and deliver a game prototype in C# using Unity Engine. Designed a rouge-lite progression system, procedural ventilation system and surveillance camera mechanics, and implementing them.

Education

Digipen (Singapore) | Bachelor's of Arts in UX and Game Design

09/2020 - PRESENT | GPA: 4.45/5.0

Nanyang Polytechnic | Diploma in Game Development

03/2016 - 03/2018 | GPA: 3.07/4.0

Other Activities

LoveKuching Project | Volunteer

01/2022 - Present, Singapore

Responsible for the caretaking of geriatric and/or sick stray cats. This included administrative and stock-taking matters, dutifully updating and maintaining the shared *Google Spreadsheet* shared amongst volunteers to communicate holistically.

Global Game Jam 2022, '23, '24 (Singapore) | Organiser

01/2022 - Present, Singapore

Acted as part of the executive community for Global Game Jam's Singapore Branch. Assisted with inviting and scheduling guest speakers to give game development-related. Also acted as the financial accounting officer.