•Thomas Iu•

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Objective   Game design position using my experience in game design, production tools, and creative problem solving to innovate game features, identify and resolve design issues, and devise fun experiences for the target audience

Traits
- Developed 8 games as team's designer, 4 as producer
- Excellent written and oral communication ability, and works well with team
- Highly perceptive, quick to see system relationships and consequences
- Mellow temperament, cool under stress, and considerate of different views
- Avid critical thinker, asking questions and finding problems and solutions

Skills

Map Building:	Unreal, Warcraft III, RPG Maker, Tiled
Game Scripting:	Unreal Kismet, UnrealScript, C#, Scratch, Ruby
Unreal Engine:	AnimTree setup, Materials, Particle Effects, Matinee
3d Art:	3ds Max models, animation, texturing, lighting

Experience   Obsidian Entertainment: **Focus Testing**
- Fallout: New Vegas and 4 DLCs
  - Reported infinite reward exploit, lighting problems, crashes
  - Pinpointed areas of confusing navigation toward objectives
  - Detailed causes of high difficulty for social character builds
- Dungeon Siege III and 1 DLC
  - Reported animation, text display, and combat activation bugs
  - Proposed interface changes for speed and intuitiveness

Red 5 Studios: **Focus Testing**
- Firefall
  - Proposed health bar redesign to better show combat progress
  - Proposed control layout to improve special attack usability

Design   **"Lethal Injection" Brawling Action Game developed in Unreal**
- Scripted different combat phases for boss; feeling of progress
- Minion enemies placed near boss; player can kill them to heal
- Enemies attack in groups; player wary of being surrounded
- Darkness and scripted weather conceal enemies; create suspense
- Enemy projectiles slow enough to dodge; player feels skillful

"Nucleon" Survival Game developed in C# for Xbox Live Arcade
- Managed team to develop vertical slice in 1 week
- Scripted progression of enemy patterns signify player advancement
- Large elaborate patterns; visually interesting and intimidating
- Patterns may require rapid response to counter; frantic
- Player forced to move around and use entire map

Education   University of California, Irvine (UCI)   9/07 – 6/10
Bachelor of Arts in Studio Art, Game Culture and Technology Focus

Santa Ana College (SAC)   8/10 – 5/12
3-D Modeling and Animation Certificate, Video Game Art Emphasis