

MARGARET SUET-YIN WONG

Game Designer

Portfolio: [Here](#)

LinkedIn: [Here](#)

ABOUT ME

- Game design and prototyping experience
- Shipped a F2P mobile game title
- Enjoy and eager to learn new techniques and technologies
- Like doing research on inspirations for design
- Good analytical and problem-solving skills
- Able to work independently & collaboratively
- Friendly and open-minded personality

SOFTWARE & TOOLS

Adobe Creative Suite | Unity/C# | UE4/Blueprints | Sketch | Figma | Krita | SVN | GitHub | SourceTree | Miro | Trello | Google Suite | Microsoft Office Suite

ACHIEVEMENTS & EXPERIENCE

IGDA-Foundation Scholar

- July 2021 - September 2021

GAMASUTRA Publication

- July 2021 | [Here](#)
- A game design study

Volunteering

- June 2021
- Freeplay Indie Games Festival

GET IN TOUCH

+61 420 798 044

wongmargaretyin@gmail.com

Address: 39 Caravel Lane,
DOCKLANDS, VIC, Australia, 3008



EMPLOYMENT

Junior Game Designer

Hipster Whale | March 2023 - Present | Melbourne

- **Game Design** - Assisted in prototypes development
 - Conducted experiments on different elements to enhance gameplay dynamics
 - Researched and analysed various game mechanics to provide informed recommendations to the team
 - Fine-tuned in-game parameters to optimise the player experience
 - Authored comprehensive documents outlining potential in-game achievements
- **Level Design** - Assisted in the creation of captivating level designs during the prototype phase
 - Explored and tested different game modes, integrating them with existing mechanics for a richer gaming experience
 - Conducted testing of extreme level design scenarios to assess their feasibility and entertainment value
 - Conceptualised innovative level mechanics and designed corresponding test levels to provide insight
- **Playtesting** - Participated in playtesting sessions to gather feedback and identify areas for improvement in the game's design
- **Communication** - Communicated with artist and programmer on the feasibility of implementing game design

Creative Pipeline Assistant

Hipster Whale | December 2021 - March 2023 | Melbourne

- **Data input** - Organised and modified a large amount of in-game data to guarantee its accurate and seamless integration into the game
- **Quality assurance** - Conducted rigorous testing of the game, meticulously scrutinising all aspects to ensure the precise and error-free presentation of data
- **Workflow enhancement** - Enhanced the workflow on vast data volume to reduce prone of errors and increase efficiency
- **Communication** - communicated with the producer and programmer on bugs and adjusted the estimated delivery date accordingly

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HOBBIES

- Badminton enthusiast
- Experiencing new stuff - tried out bouldering, rock climbing, archery, axe throwing, mini-golf etc. which were all new to me in last years
- Playing boardgames with friends
- Exploring new places and travelling
- Drawing and hand-crafting

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Indie Game Developer

Self-initiated Project | January 2021 - Present | Melbourne

- **Slime Escape** on Google Play Store | [Here](#)
- **Game Design** - Delivered all the mechanics of the game
- **Level Design** - Produced 30+ original puzzles design based on the mechanics
- **UI UX Design** - Designed the user interface and experiences & modified them regarding the feedback
- **2D Art** - Decided the art style and designed the characters
- **Narrative Writer** - Wrote up a short background story and created cutscenes
- **Customer Support** - Listened to players' feedback during development and raised them in meetings

UI UX and Graphic Designer

IT Wakes Limited | November 2017 - June 2019 | Hong Kong

- **UI UX Design** - Produced visual and UI design for APPs & websites on both desktop and mobile devices by communicating with the development team
- **Graphic Design** - Collaborated with other graphic designers to complete animation, illustration, typesetting and video editing tasks
- **Content Design** - Provided ideas on mini-games; Made changes on content based on users' feedback

Freelance

2015 - Present

- Delivered **graphic design & illustration** by responding to customers' requests



EDUCATION

Master of Animation, Games & Interactivity

RMIT University | July 2019 - June 2021 | Melbourne

- Focused on games and interactive experiences design
- Participated in an international project
- Developed some local-multiplayer games
- Worked both in a big team and independently

Diploma of Graphic Design

Welkin Computer Training | 2016 | Hong Kong

Master of Philosophy in Biochemistry

The Chinese University of Hong Kong | 2015-17 | HK

Bachelor of Science in Biochemistry

The Chinese University of Hong Kong | 2012-15 | HK