

**JOEY TAN**  
**GAME DESIGNER**

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(949) 296 5115

## EDUCATION

**UNIVERSITY OF SOUTHERN CALIFORNIA**

BA in *Interactive Media & Games*  
Minor in *Video Game Programming*  
AUG 2016 - MAY 2020

## SKILLS

- Level Design
- Quest Design
- Design Documentation
- Programming / Visual Scripting

## TOOLS

- C#
- C++
- Visual / node-based scripting
- Unreal Engine
- Unity
- Perforce
- Visual Studio Code
- Autodesk Maya
- Substance Painter
- Adobe Photoshop

## EXPERIENCE

**INSOMNIAC GAMES** | *Game Design Intern*

*Unannounced project // Summer 2019*

- Designed, scripted, and implemented quests
- Co-ordinated the integration of assets, art, and gameplay, with a multidisciplinary team
- Participated in usability sessions related to the content I worked on

**SPECULAR THEORY** | *Level Designer*

*Hotel Transylvania Popstic // Summer 2018*

- Worked with Sony Pictures and managed teams in China & Poland to develop a VR arcade game
- Created all beatmaps and levels in the game, as well as multiple FX and art assets

**GINKGO** | *Game Director*

*Senior Capstone // Summer 2019 - Summer 2020*

- Led & recruited multidisciplinary team of 23
- Directed vision, design, and implementation of the game, communicating with all departments
- Designed & scripted levels and narrative sequences

**LINGER** | *Lead Developer*

*Intermediate Games Project // Spring 2018*

- Developed a first person horror/thriller game in Unity
  - Designed & programmed game mechanics, systems, and puzzles
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