

KHOO KEAN FAI

GAME DESIGNER

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🌐 gamedevkeff.com

SUMMARY

Organised and results-oriented professional in multiple facets of game design. Constantly dedicated to ideating solutions for problems and iterating on products to convert players into avid fans.

EDUCATION

Bachelor of Arts in Game Design

DigiPen Institute of Technology Singapore

Sept 2019 – Aug 2023

- Magna Cum Laude, Valedictorian
- Game Awards: Finalist for Best 2D Visual Design, Best Freshman Game, Claude Comair Grand Prize of the Year
- Dean's List/Provost's Honor List: 5 trimesters

SKILLS

- Game Design
- UX Design
- Rapid Prototyping
- Project Management
- Mobile Game Development
- Audio Production
- Verbal-Written Communication: English and Chinese
- Problem Solving and Analysis

SOFTWARES

- Unity
- Unreal Engine
- FMOD
- Ableton Live
- Jira
- Google Sheets
- Visual Studio
- Git

WORK EXPERIENCE

Affyn Pte Ltd

Apr 2023 – Current

Game Designer, Sound Designer, Game Producer

- Launched a mobile game title with 500k+ downloads: Buddy Arena.
- Created and managed multiple design documents from feature inception till final implementation.
- Handled creation and balancing of all weapons and skills available in Buddy Arena.
- Took on the role of Sound Designer to manage game audio assets planning, creation, and implementation (with FMOD), including music.
- Took on the role of Game Producer for a team of artists, developers, and QA.
- Rapid prototyping and iteration of new ideas.

Affyn Pte Ltd

Dec 2022 – Apr 2023

Game Design Intern

- Contributed to the early designs and documentation of the Buddy Arena project.
- Set up and collected feedback for weekly playtesting sessions.

DigiPen Institute of Technology Singapore

Sept 2020 – May 2021

Teaching Assistant

- Provided aid to students who needed help with their modules to elevate their understanding of topics taught in school.
- Provided an avenue for freshmen to seek help in academic-related problems.
- Referred students to resources they required for further learning or revision.

PROJECTS

R0N1N

August 2021 – April 2022

9 members

Level Designer, Narrative Designer, Enemy AI Designer, Music Composer, Sound Designer

- Built 3D game levels on custom engine.
- Wrote the screenplay for all gameplay events, dialogue and cinematics.
- Designed and implemented the enemy AI system.
- Motion capture actor for enemy animations.
- Created all sound effects and music soundtracks.
- Communicated with tech members for required engine and gameplay features.

Unkindled

August 2020 – April 2021

9 members

Level Designer, Narrative Designer, Enemy AI Designer, Music Composer, Sound Designer

- Built 2D game levels on Blender and custom engine.
- Designed the enemy AI system.
- Implemented adaptive horizontal re-sequencing and vertical re-orchestration for music soundtracks.
- Created all sound effects.
- Coordinated artists and tech members to align with the game's direction.