

KHOO KEAN FAI

Game Designer and Developer

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gamedevkeff.com

SUMMARY

Results-driven Game Designer and Developer with 2+ years of professional experience launching mobile titles (500k+ downloads) and building gameplay systems in Unity/Unreal. Skilled in C# programming, rapid prototyping, UX design, cross-functional production, and audio implementation (FMOD). Seeking opportunities in game development or software engineering where I can deliver iterative, high-impact features.

EDUCATION

Bachelor of Arts in Game Design

DigiPen Institute of Technology Singapore

Sept 2019 – Aug 2023

GPA: 3.70/4.0

- **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

- **Programming and Tools:** C#, Unity, Unreal Engine, Visual Studio, Git
- **Design & Production:** Game Design, UX Design, Rapid Prototyping, Project Management, Mobile Game Development, Level Design, Systems Design, Balancing
- **Audio & Media:** FMOD, Ableton Live, DaVinci Resolve, Sound Design, Music Composition
- **Others:** Jira, Google Sheets/Excel, Verbal & Written Communication (English & Chinese), Problem Solving

WORK EXPERIENCE

Singapore Institute of Technology

Aug 2025 – Present

Senior Executive

- Lead planning and execution of alumni events, handling procurement, vendors, logistics, and marketing.
- Design and schedule Instagram content to drive outreach and participation.
- Delivered 4 seasonal events (Deepavali workshop, Christmas craft, Open Mic Jam, CNY Games Night) in 2025–2026.

Firerock Capital

Feb 2025 – May 2025

Systems Designer

- Contributed to game system and UX improvements.
- Development of the multiplayer trading house.

Affyn Pte Ltd

Apr 2023 – Sept 2024

Game Designer, Sound Designer, Game Producer

- Launched Buddy Arena mobile title to 500,000+ downloads as core designer/producer/sound designer.
- Designed, balanced, and iterated all weapons/skills systems, driving player engagement through data-informed changes.
- Authored and maintained comprehensive design documentation from concept to implementation, ensuring alignment across 10+ person cross-functional team.
- Served as Game Producer, coordinating artists, developers, and QA to meet milestones in Agile environment.
- Owned full audio pipeline (planning, creation, FMOD implementation, music composition) for immersive player experience.
- Rapid-prototyped and iterated features, reducing development risks through early validation.

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.

PROJECTS

R0N1N

Aug 2021 – Apr 2022
9 members

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

- Built 3D levels and enemy AI in custom engine.
- Authored narrative, dialogue, cinematics + motion capture.
- Composed music, designed SFX, and delivered vertical slice.

Unkindled

Aug 2020 – Apr 2021
9 members

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

- Designed 2D levels and adaptive enemy AI systems.
- Implemented dynamic adaptive music (horizontal/vertical re-orchestration).
- Created SFX and iterated systemic features in team prototype.