





# DARREN KWAN

Game & Level Design

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## SKILLS

### Game Design

Level Design · Encounter Design · Systems Design · Rapid Prototyping · Documentation

### Programming

C# · Unreal Blueprints · Python

## SOFTWARE

### Game Engines

Unreal Engine 5 · Unreal Engine 4 · Unity

### Modeling

Autodesk Maya · 3DS Max · Blender

### Source Control

Perforce · Unreal Game Sync · Github

### Creative

Photoshop · Illustrator · Premiere Pro

### Documentation

Jira · Hansoft · Trello · Confluence

## AWARDS

### Amplifying New Voices (2023)

GDC 2023 Scholarship Fund Recipient

### Art Center Game Jam (2021)

itch.io Community Award for *Rat King*

### Entertainment Design Jam (2020)

Excellence in Art Award for *Simple Mistakes*

## EDUCATION

### ArtCenter College of Design

Pasadena, CA

Bachelor of Science in Game Design

Aug 2018 - Apr 2022

## WORK EXPERIENCE

### NAUGHTY DOG

#### Naughty Dog · Associate Game Designer

*Unannounced Project* · Sep 2022 - Present

- Designing Layouts on Level / Environment Team

### OBSIDIAN ENTERTAINMENT

#### Obsidian Entertainment · Area Design Intern

*Avowed* · Jun 2022 - Aug 2022

- Implemented open world combat encounters, set dressing, and loot to populate game level and world in Unreal Engine 5
- Designed and iterated on level layouts, combat, and narrative elements for POIs
- Utilized proprietary tools to implement narrative barks and examinable elements

### Squanch Games

#### Squanch Games · Game Design Intern

*High on Life* · Jun 2021 - Sep 2021

- Completed level design work ranging from level blockouts and greyboxing, combat encounters, and traversal design in Unreal Engine 4
- Utilized visual scripting with Unreal Blueprints to implement various gameplay mechanics and narrative sequences
- Designed and ideated on weapon and ability mechanics and various environment / level designs

### COIN CROW

#### Coin Crew Games · Game Design Intern

*Escape Academy* · Jan 2021 - Apr 2021

- Proposed fully developed pitch decks of my design ideations for new puzzles and levels for the game *Escape Academy*
- Worked alongside senior designers to perform level and puzzle design analysis and ideation
- Created detailed research documents and mechanics / systems documentation

### TWO BIT CIRCUS FOUNDATION VIRTUAL RECREATION

#### Two Bit Circus Foundation · Creative Technologist

*Kern County Museum - Chevron Power Lab* · Jan 2020 - Aug 2020

- Designed and programmed multiple educational arcade game installments residing at the Kern County Museum in the Chevron Power Lab
- Designed fully fabricated game cabinets alongside Two Bit Circus fabrication team
- Created Twitch API integrated games that were displayed at the first Two Bit Circus Virtual Steam Carnival