

DARREN KWAN

Game & Level Designer

CONTACT INFORMATION

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(626) 321 - 0335

SKILLS

Game Design

Game Design • Level 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

Creative

Photoshop • Illustrator • Premiere Pro

Source Control

Perforce • Github • Unreal Game Sync

Documentation

Jira • Trello • Hansoft • Confluence

AWARDS

ArtCenter Game Jam (2021)

Recipient of the itch.io Community Award for
Rat King

Entertainment Design Jam (2020)

Recipient of the Excellence in Art Award for
Simple Mistakes

EDUCATION

ArtCenter College of Design

Aug 2018 - April 2022
Bachelor of Science in Game Design



WORK EXPERIENCE

Naughty Dog • Associate Game Designer

Unannounced Project • Sep 2022 - Present

- Designing Layouts on MP Level / Environment Team

Obsidian Entertainment • Area Design Intern

Avowed • June 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 • Game Design Intern

High on Life • June 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 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 • 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

PROJECT EXPERIENCE

Ao Shu SpellSlinger • Project Lead / Game Designer

Academic Capstone Project • Sep 2020 - Apr 2022

- Led a multidisciplinary team of 30+ people spanning design, programming, concept art, production art, technical art, and audio with collaborations with the Rochester Institute of Technology and The Musicians Institute of Hollywood
- Worked alongside team of concept artists to create a fully realized game prototype, art bible, and game design document before being pitched to industry professionals for continued development