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🔧 Skills

Development: Unity · JS · HTML · CSS · Python · Java · C# · Dash · SQL · Cytoscape · Arduino · Git · GitHub

Design & Media: Figma · Adobe Illustrator · Adobe Photoshop · Adobe XD · Adobe InDesign · Adobe AfterEffects · Adobe Premier Pro · Aseprite · OBS · vMix

🎓 Education

BSc. Interactive Arts & Technology
Simon Fraser University
(2019 - 2024)

Herman Chan
Game / UX Designer

💼 Experience

Broadcast / Event Producer - MountainSideGames
(August 2021 - Present)

- Produced events and live broadcasts for the local and international Super Smash Bros. Ultimate community, managing broadcasts that have reached upwards of 50,000 viewers.

Graphic Design Intern - AGvisorPRO
(January 2022 - August 2022)

- Redesigned, launched and maintained the company website as a central platform to promote the app, in addition to designing graphic advertisements, presentations, print materials and other digital assets.

🖱️ Other Projects

Gameplay Designer / Developer, UI, VFX - Kart Klash
(September 2023 - December 2023)

- Created a VR game in a 6-man team for IAT 445 - Advanced Game Design over the course of 4 months.
- Implemented enemy driving AI, as well as shooting mechanics for both players and enemies.
- Designed responsive UI and VFX elements to provide satisfying visual feedback for players in VR.

Gameplay Designer / Developer, UI - Akimbo Corps ⬈
(July 2023)

- Created a top-down strategy game under the theme of Roles Reversed in 2 days for the 2023 GMTK Game Jam, finishing within the top 25% of overall submissions.
- Designed and programmed combat behavior for both player and enemy units, in addition to designing and implementing UI assets.

Gameplay & Level Designer / Developer - Tower of Ash ⬈
(September 2022 - December 2022)

- Created a game in a 4-man team for IAT 410 - Advanced Game Design over the course of 4 months.
- Designed and animated character & effects in Asprite to deliver on the game's atmosphere and the intensity of the game's action sequences.
- Designed level modules and progression systems to help discreetly guide the player towards their goals.