

TONY WU

GAME DESIGNER

MFA student at University of Texas at Dallas focusing in game design.

Team oriented, passionate game designer with an eye for detail and a desire for knowledge.

Competitive tournament player of multiple fighting games with a clear understanding of game systems and balance.

WORK EXPERIENCE

Blizzard Entertainment – Irvine, CA

Game System Design Intern

May 2011 – August 2011

- Worked as a game systems design intern with the design team on Diablo III.
- Assisted in the creation of player abilities, monster abilities and balancing of player/monster abilities.
- Performed various duties such as creation of unique monsters and creation of in-game items and weapons.
- Assisted in the creation and development of social gaming elements, such as player-versus-player interactions.

Zynga Dallas – Dallas, TX

Game Design Intern

February 2011 – May 2011

- Contributed to the creation of in-game content, such as NPC characters, quests, and crafting system.
- Created various elements of in-game story and overall game plot.
- Assisted in the development of social gaming elements and social interaction elements.

University of Texas at Dallas – Richardson, TX

Game Designer

January 2010 – May 2011

- Game designer for military funded research project: First-Person Cultural Trainer (FPCT).
- Assisted in the creation and development of gameplay elements such as: NPC encounters and immersive storytelling while meeting the overall project goal of a training simulation.
- Created game and NPC-to-player interactions through the usage of an in-house scripting language called Conscript.

Real Page Inc. – Carrollton, TX

3D Animator/Digital Interior Designer

August 2008 – July 2009

- Assisted in the creation of a standardized work pipeline that is utilized for future 3D projects.
- Built 3D floor plans and 3D animations for multi-family property management software and websites.

SKILLS

- Technical Systems Design
- Design Documentation
- Content Design
- Combat Design
- Design Implementation
- UI Design & Prototyping
- Quality Control & Testing

TECHNICAL SKILLS

- Adobe Software Suite
- Microsoft Office
- Smartdraw
- Autodesk Maya
- Luxology Modo
- Pixologic ZBrush
- Unity 3D
- Doom Editor
- Chief Architect
- C++
- Scripting

DESIGN PROJECTS

Combat

- Game Project: Wild Aces
- Game Project: Dreamstate
- Game Project: BloodPact

System

- Game Project: Nomad
- Game Project: Dreamstate
- Game Project: BloodPact
- Game Project: FPCT

Content

- Game Project: FPCT
- Game Project: Wild Aces
- Game Project: Space Cadet

Story/Interaction

- Game Project: FPCT

Educational/Simulation

- Game Project: FPCT
- Game Project: Best In Show
- Game Project: Space Cadet
- Game Project: Sleepless

EDUCATION

University of Texas at Dallas – Richardson, TX

August 2009 – December 2011 (expected)

- Master of Fine Arts in Arts and Technology, specializing in Game Design.

University of Texas at Dallas – Richardson, TX

January 2005 – August 2008

- Bachelor of Arts in Arts and Technology.

Brookhaven College – Farmers Branch, TX

August 2003 – August 2005

- Associates Degree, Computer Science.

REFERENCES

References are available upon request.