

Justin Yong

• Phone Number: (419) 777-1883 • Email Address: jyonguvern@gmail.com • Website: <http://www.yongjustin.com>

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA Aug 13 – Dec 14
Masters of Entertainment Technology

National University of Singapore Aug 10 – May 13
Bachelor of Computing (Computer Science)

- Honors degree with a focus in Interactive Media

Skills

Programming Languages: C++, C#, Objective-C, ActionScript, Javascript

Software Expertise: Microsoft Excel, Microsoft Word, Unity, Photoshop CS6, Audition, Cockos Reaper, Premier Pro

Languages: Written and spoken English, spoken Chinese

Experience

Electronic Arts Tiburon, Orlando FL Aug 14 – Dec 14
Assistant Design Intern (Madden Online Team)

- Redesigned matchmaking system for Madden 16
- Designed new online features for Madden 16
- Assisted UI Team as a Software Engineer to restructure code base

Rotten Mage (Pte.) Ltd, Singapore May 14 – Jul 14
Game Designer Intern

- Designed a 2D multi-arena tower defense action game
- Designed 10 game levels and did game balancing

Freelance iOS App Developer, Singapore Jan 09 – Dec 11
Commercial Projects

- Designed and programmed app for online shopping site Reebonz
- Designed and programmed eight interactive children's storybooks for Singapore Press Holdings

Personal Projects

- Designed and programmed illuCoin, an entertainment magic trick app
- Designed and programmed naviNUS, a navigation app for National University of Singapore
- Designed and programmed TotoPal, an app to aid users in tallying lottery numbers

Game Projects

Theseus (PicoCTF 2014 Hacking Competition) 2014
An RPG for a nationwide hacking competition targeted at high school students

- Wrote entire game narrative and all in-game character dialogues
- Designed all 13 game levels and scripted all in-game events

Mr. Mono (Global Game Jam, Pittsburgh) 2014
A 2D puzzle platformer based on color filters to hide platforms of the same color

- Designed and programmed core color filter mechanic
- Designed and programmed both puzzle levels

Two-Headed Ogre (Carnegie Mellon University: Building Virtual Worlds) 2013
A cooperative game where 2 players play as an ogre with 2 heads, using the Oculus Rift and PlayStation Move

- Designed core vision impairment and constrained cooperation mechanics
- Designed game level, puzzles and scripted all in-game events
- Wrote entire game narrative and all in-game character dialogues
- Two-Headed Ogre featured in BVW Festival 2013

Awards / Achievements

Singapore's Successful IT Developers Award 2009

- Awarded for the iOS application illuCoin, an entertainment magic trick app

The Crowbar Awards 2008
Finalist (Games Category)

- Awarded for the title Virtual Ward, an educational game to help train budding nurses in Nanyang Polytechnic, Singapore