JY

CONTACT

jyonguwern@gmail.com
linkedin.com/in/justinyong
yongjustin.com

EXPERTISE

Game Design
Systems Design
Rapid Prototyping
Interdisciplinary Collaboration
Project Management

TECHNICAL

Unity · C++ · Lua · Objective-C

EDUCATION

Master of Entertainment Technology
Carnegie Mellon University, USA
2013 – 2014

Bachelor of Computing with Honours (Computer Science)
National University of Singapore
2010 – 2013

LANGUAGES

English · Mandarin

Justin Yong

SENIOR TECHNICAL GAME DESIGNER

EXPERIENCE

Senior Game Designer · Riot Games

Aug 2021 – Present

Singapore

League of Legends

- Technical Design Lead for seasonal in-client metagame experiences (Unity), leading multidisciplinary teams of 5–10
  - 'The Spirit of Hearth-Home' – point-and-click adventure
  - 'Battle of Koeshin' – 2D beat 'em up
  - 'Soul Fighter – Tournament of Souls' – 2D auto-fighter
  - 'Arcane – Jinx Fixes Everything' – 3D escape room puzzle
  - 'Demacia Rising' – turn-based city builder
- Technical Design Lead for Seasonal Motion Comics (Unity), leading a multidisciplinary team of 7
  - Designed and built a scalable digital comic system to craft and release new comic series every season
  - Designed and built automation tools for Audio/Art/VFX asset integrations, cutting comic implementation time from 1 week to 1–2 days
  - Implemented and managed the production pipeline for comics
  - Released 16 comics over 7 seasons & events
- Champion AI Bots
  - Designed and implemented multiple AI bot behavior trees for champions
- Player Progression
  - Designed and implemented seasonal event missions
  - Revamped battle pass balance and pacing for the 2027 season to increase player purchase rates
- ARAM Mayhem
  - Designed and implemented the in-game objective system and progression missions

Valorant

- Designed and implemented the 'District' map for Team Deathmatch mode

Legends of Runeterra

- Technical Design Lead for an unreleased social game mode, leading a multidisciplinary team of 10
- Managed and maintained seasonal tournaments and ranked mode

Justin Yong

Senior Technical Game Designer

CERTIFICATION

Certified Scrum Product Owner
National University of Singapore
2019

AWARDS

Singapore's Successful IT Developer Award
Singapore Press Holdings
2009

The Crowbar Awards (Finalist)
Association of Accredited Advertising Agents
2008

EXPERIENCE, CONTINUED

Senior Game Designer · Ubisoft
Oct 2019 – Jul 2021

Singapore

Skull and Bones

- Technical Design Lead for open-world systems and content (including procedural generation), leading a multidisciplinary team of 10
- Designed a Quest Backend Service for the Ubisoft Technology Group, adopted by multiple Ubisoft titles
- Designed and implemented all mission content for the E3 demo build
- Interviewed and assessed design candidates as part of the recruitment team

Game Designer · Ubisoft
Apr 2015 – Sep 2019

Singapore

Assassin's Creed Origins

- Designed and implemented an open-world persistent AI system governing all water-related entities (animals, ships, boats)
- Set system usage rules and best practices for Level Designers
- Created feature documentation and tutorial material, and ran training sessions for the system
- Worked on player interaction and gameplay for sailboats

Assistant Design Intern · Electronic Arts Tiburon
Aug 2014 – Dec 2014

Orlando, FL, USA

Madden NFL 16 (Master's degree internship)

- Redesigned and implemented a new matchmaking system for the online game modes
- Redesigned the UI/UX of various game menus and interfaces
- Took on an additional role as Software Engineer on the UI team to help restructure the UI code base

iOS App Developer · Freelance
Jan 2009 – Dec 2011

Singapore

Released multiple commercial and personal iPhone apps:

- Mobile app for online luxury store Reebonz
- A series of 8 interactive children's e-books for Singapore Press Holdings
- NaviNUS, a navigational app for the National University of Singapore
- TotoPal, a TOTO lottery ticket management app
- illuCoin, a digital magic trick entertainment app