

# Clarence Phun

## Game Designer

Game Designer and experienced Unity3D developer that is versed in AI Design, Live Game Operations and Player Data analytics. A strong team player with a solution oriented approach to work and the ability to pick up new skills quickly and to adapt to different working environments.

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## EDUCATION

### Bachelor of Arts in Game Design

Digipen Institute of Technology Singapore

03/2017 - 08/2021

#### Minors

- Minor in English

### Diploma in Game and Entertainment Technology

Temasek Polytechnic

07/2012 - 04/2015

## WORK EXPERIENCE

### Senior Game Designer (Design Lead)

gumi Asia Pte Ltd

01/2023 - 08/2024

Singapore

#### Responsibilities

- Worked with and led a team of 10 game designers, supervising proposals, ideas and implementation of released game content as the Game Design Lead.
- Supervised, planned and communicated with stakeholders to propose the release of events and game improvements.
- Designed, proposed and supervised the direction and implementation of an upgrade to an Original Game Mode

### Game Designer

gumi Asia Pte Ltd

01/2021 - 12/2022

Singapore

#### Responsibilities

- Designed, proposed and implemented original events and managed the Global Original game mode "Clash of Wills".
- Cooperated and communicated with teams of other disciplines and IP Stakeholders (Square Enix) to bring the events and monsters to full release in live production.
- Provided technical assistance to other Game Designers and assisted with the testing of issues reported by players, while preparing the necessary remedy.

### Teaching Assistant

Digipen Institute of Technology Singapore

09/2018 - 04/2021

Singapore

#### Responsibilities

- Assisted lecturers in resolving technical issues and answering questions during in-class exercises and lab sessions.
- Graded and reviewed student assignments.
- Conducted additional review lectures outside of class times for students that needed additional assistance.

## SKILLS

Unity3D	●	●	●	●	○
Unreal Engine	●	●	●	○	○
C#	●	●	●	●	○
SQL	●	●	●	○	○
LUA	●	●	●	○	○
C++	●	●	○	○	○

## PROJECT EXPERIENCE

### Final Fantasy Brave Exvius (01/2021 - 08/2024)

- Designed, proposed and lead developments of new exclusive features for "Clash of Wills".
- Reviewed and analyzed user data to identify areas of improvements and devised strategies and proposals for implementation in a live service game environment.
- Communicated and coordinated with Square Enix to design and implement original boss designs and event ideas.

### Peasant Potioneer (09/2019 - 04/2020)

- Led a team to create a game in a custom 3D game engine.
- Created a prototype in Unity3D for early testing and iteration.
- Designed and balanced a shop management game.

### BudBot (06/2019 - 07/2019)

- Developed a custom WebGL game in Unity3D.
- A study was conducted with the created game resulting in a presentation at the 2020 AEJMC conference on AI Errors, Social Cues and Trust in game environments.
- The final publication was submitted to the 2021 ACM CHI Conference.

## LANGUAGES

English	●	●	●	●	○
Mandarin	●	○	○	○	○

## INTERESTS

Video Games

Reading

Writing