

Hongkai Ding

Love and passion for MOBA, FPS, ACT, RPG, and Sports Games.
A motivated and creative student pursuing a Master's degree in Games and Playable Media at the University of California Santa Cruz. Seeking opportunities to implement game design skills for personal and organizational growth

PROJECTS

Little Naughty Animals

9/2021–Present | Roles: Creative Director, Design Lead, Level Designer
An asymmetrical multiplayer game where three animal characters try to drive the human character out of the abandoned house

- One of the top five selected game pitches for the graduate program
- Designed the features and game systems, wrote, revised, and delivered design documents
- Arranged meetings, drove the vision, and motivated team members to be productive
- Worked within existing systems and iterated designs based on the feedback for a better experience

Arduino Rhythm Game

2/2021–3/2021 | Solo Project

A Rhythm game with an alternative controller that has pressure sensors

- Engineered an alternative controller using Arduino parts with pressure sensors that read player's force applied on the buttons
- Designed and programmed the game features and systems, implemented Arduino plugin in the Unity engine

Ward 101

11/2020–12/2020 | Roles: Level Design, Tech Art, Narrative Design

2D RPG Horror game


- Designed the narrative, game features and drove the vision
- Implemented level design skills, organized level design documents, and created five levels in the Unity engine
- Imported and modified art and sound assets to improve the player experience with positive and negative feedbacks


WORK EXPERIENCE


Front-end developer intern

7/2018–9/2018 | Inagora.Inc in Beijing, China

- Attended weekly sprint meetings and wrote meeting summaries
- Implemented SDLC skills and User Interface design skills, created website prototypes, and presented to project lead

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EDUCATION

University of California Santa Cruz

Sep 2020 - March 2022

Master of Science in Games and Playable Media GPA 4.0

Indiana University Bloomington

Sep 2015 - Dec 2019

Bachelor of Science in Informatics
GPA 3.1

SKILLS

Analytical skills

Creativity

Unity

Unreal Engine 4

Godot

Adobe Illustrator

Adobe Audition

Adobe XD

Aseprite

Python

C#

HTML

CSS

Microsoft Office

GitHub

English – Fluent

Mandarin - Native