

CHIA QI MING JEREMY

Game Designer and Developer

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PROFILE

I am an avid gamer with a deep passion for playing games from many genres, enabling me to draw inspiration from a wide variety of games to creatively craft unique and impactful gameplay experiences for players. I have actively honed my design, prototyping and implementation skills through 4 internships (local and overseas), Final Year Project and a game jam. I am also a highly driven and dependable team player with excellent communication skills.

EXPERIENCE

Creative Director, Game Director, Lead Game Programmer (Unreal Engine 5) 2023 (2 months)
Trident College of Information Technology Nagoya, Japan

- Overseas internship collaboration with a team of 7 students of various disciplines from 3 schools from Singapore, Japan, and Finland
- Set the creative vision and scoped the project around a tight 2-month deadline
- Led the conceptualisation and design process for 2 player weapons, 4 enemies, and 2 level interactables
- Scripted, prototyped and implemented all player features, 2 player weapons, 1 enemy, and 2 level interactables
- Provided the artist with technical support to seamlessly integrate assets into the game
- Created and maintained comprehensive design documentation for all gameplay systems, player features, and enemy AI behaviour
- Identified and resolved both design and technical issues and bugs through weekly playtesting of the latest build

Game Design Intern (Unity) 2022 - 2023 (6 months)
BattleBrew Productions Singapore, Singapore

- Collaborated with 3 designers to design the abilities of 3 weapons, and mechanics of 4 mini bosses and 1 main boss for Cuisineer
- Participated in weekly design discussions (combat, weapons, etc) and delivered feedback constructively and positively
- Collaborated with 2 designers to create and mockup UI designs for 2 shops for Cuisineer
- Extensively playtested internal builds and constructively suggested potential balancing changes to improve the flow of combat and overall player experience

PROJECTS

Creative Director, Game Director, Lead Game Programmer (Unreal Engine 5) 2023 - 2024 (3 months)
Final Year Project, Nanyang Polytechnic Singapore, Singapore

- Led a team of 5 developers (2 programmers, 3 artists) to develop a 3D action combat game in 3 months
- Conceptualised game's core mechanic (player must switch between the physical and magical states to effectively defeat enemies based on their weaknesses)
- Conceptualised, prototyped, and implemented an attack augmentation system for the player's attacks. System was proposed to increase gameplay depth without significantly increasing workload for art team
- Designed and implemented player user interface for both gameplay and inventory
- Advised art team on engine limitations and any technical requirements for art assets and animations
- Effectively collaborated with another programmer to seamlessly implement 6 enemy concepts into the game

Game Designer, Game Programmer (Unity) 2023 (4 months)
Independent Work Project, Nanyang Polytechnic Singapore, Singapore

- Completed a third-person shooter focused on the boss fight, with the boss having a unique core mechanic
- Conceptualised the boss' core mechanic and centered the design of the boss' 5 attack abilities around this core mechanic
- Prototyped, scripted, and implemented the boss' 5 attack abilities, the boss' AI behaviour, and all player features. Boss AI behaviour uses Finite State Machine with windup, attack, and cooldown states for each of the boss' 5 attack abilities
- Seamlessly integrated assets, animations, VFX, and SFX into the game. Each state (including windup, attack, and cooldown of the boss' attack abilities) has its own unique animation, VFX, and SFX for the player to clearly distinguish the boss' behaviour
- Extensively playtested weekly builds to identify any design and technical issues and bugs, and resolved them within the week

Lead Game Designer, Level Designer and Programmer (Unreal Engine 5)

Global Game Jam Singapore 2024

2024 (48 hours)
Singapore, Singapore

- Led a team of 7 developers to create a 3D horde shooter with the theme “Make Me Laugh”
- Established the overall game concept and scoped the project around the 48 hour deadline
- Conceptualised, prototyped and implemented 2 level interactables
- Blocked out the level within 6 hours and collaborated with the environment artists to seamlessly integrate the level assets into the game

EDUCATION

Diploma in Game Development & Technology

Nanyang Polytechnic

2021 - 2024
Singapore, Singapore

- Admitted into Director’s List in 2021, 2022, and 2023
- Featured in #FacesofNYP in 2022 as the top student of the cohort

Diploma (Merit) with Honours in Mathematics, and Majors in Chemistry and Physics

NUS High School of Mathematics & Science

2013 - 2018
Singapore, Singapore

SKILLS

Technical Skills:

- Unreal Engine and Unity game development
- Scripting and prototyping in both Blueprint Visual Scripting and C#
- Game Design, Combat Design, and Enemy Design
- Writing comprehensive design and technical documentation

Transferable Skills:

- Excellent communication skills
- Outgoing, positive, and creative team player
- Gives feedback constructively and positively
- Effectively meets deadlines under pressure
- Proactive, driven, and committed leader

HOBBIES & INTERESTS

- Playing games of various genres on multiple platforms
- Discovering and enjoying new food in different places
- Korean culture (K-pop, food, shows)
- Watching sitcoms and comedies
- Reading