CHEN WEI REN

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Wei Ren started out in the Game Industry as an Artist/Game Designer. During his 5 years in Gattai Games, he expanded his skills and responsibilities by leading various projects as Lead Game Designer and Producer. His strong passion for making games can be seen in his wide range of skill set spanning across art, design and programming. He loves to solve problems, build prototypes and get involved in various aspects of game development. He is currently working on Skull and Bones in Ubisoft Singapore.

EXPERIENCE

Ubisoft Singapore
Technical Arist, UI (Skull and Bones) (2020 - Current)
- Utilizing internal Nodal-Graph engine to develop UI for in-game screens. Build and maintain complex UI widgets and layouts.
- Act as technical coordinator between programmers, designers and artists for various topics to ensure proper communication and what is implemented matches the design intent.
- Production Driven. Raise potential roadblocks, recommends and adjusts priorities to fit the project and milestone. Able to contribute to shipping an AAA game in a fast-paced environment.
- Strong Understanding of Programming. Was able to fill the gap in UI programmers by working directly with GPPs to implement critical needs. Self sufficient in identifying/debugging code issues, freeing up programmers to focus on bigger topics.

Gattai Games
Unity Game Developer (2014 - 2020)
- Shipped "Armored Battle Crew" and "Stifled"
- Led a team of up to 3 designers in level design, story, gameplay and mechanics for "Stifled"
- Worked on level, mission, gameplay, mechanics, AI and UI design for "Armored Battle Crew"
- Designed and Prototyped a Behaviour Tree system for Scripted event and AI logic in "Armored Battle Crew"
- Involved in programming of gameplay, tool and UI
- Built and improvised various game prototypes to speed up iteration
- Created 3D environment and characters
- Spearheaded a team of up to 6 across various disciplines
- Helped in external localization and testing of products

EDUCATION

DigiPen Institute of Technology, Singapore
Bachelor of Art in Game Design (2011-2014)

Nanyang Polytechnic
Diploma in Digital Media Design (2006-2009)
- Admitted to Director's List for Outstanding Academic Performance (2008/09 Semester 2) and rewarded IBM Award for Outstanding Project Work (Games)

SKILLS

3D Art and UI
Game Design
Gameplay Flow and Logic
Level Design
Project Management
Prototyping and Iteration

SCRIPTING

C#
JavaScript

LANGUAGES

English
Chinese

SOFTWARES

Unity
Autodesk 3DS Max
Adobe Photoshop
Adobe Illustrator
Perforce