

Yeo Chen Yee Harvey

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Singapore

Key skills

- Game Level design
- Systems and mechanic design
- Unity Engine
- Game documentation
- Creative problem-solving
- Teamwork
- Effective communication
- Willing to learn new skills

Education

Queensland University of Technology

Games and Interactive Environments

2023-2025

Languages

- English: Native Fluency
- Chinese: Native Fluency

Summary

A game designer that focuses on game mechanics and systems design. Skilled in creating concepts, fun player experiences and understanding of Unity C# programming to implement those ideas.

Career history

Unity Engine Experience

Jun 2022 – PRESENT

Used the Unity engine extensively for majority of game projects.

Key responsibilities

- Game designer actively using the Unity Engine editor implementing assets and other game features.
- Implemented gameplay systems and mechanics using Unity based C# skills in selected projects.

Achievements

- Collaborated with peers in group projects across 7 University Units

Game Designer/Game Systems Designer for 'Fawn the Florist'

Jan 2025 – Nov 2025

Worked as a Game Designer/Game Systems Designer for 'Fawn the Florist', my University's Capstone/Final year project. This game is officially released on steam and can be viewed [here](#).

Key responsibilities

- Designed and implemented the Level and Quest Systems
- Oversaw the composition of music and sourced SFX using creative commons tracks on royalty free websites.
- Facilitated playtest sessions and analysed playtest data for area to improve during development.

Achievements

- Deepened Experience in the Unity game engine.
- Closely Collaborated with 10 others on an officially released game.

References

Available Upon Request