

IAN KA HIN TSE

bachelor of fine arts in game design

url: naietz.com | email: iankhtse@live.co.uk | tel: +852 6441 5949

EXPERIENCE

PIXIO STUDIOS 2019

Intern game designer & prototype production

GLOBAL GAME JAM HONG KONG, 2018, 2019

2018 CHLINK: Endless Runner | 2019 HOH-ME: 2D Puzzle Platformer

WOWWOWTANK 2015 - 16

Graphic designer and copywriter & English / Chinese translator
Print material layout design

Experienced in public talks and speeches

UNITY PROJECTS

MACRO CROMA

2D action platformer

HOH-ME (GGJ 2019)

2D puzzle game
Role: artist

PROJECT HANABI

Rhythm game

ZNOOKLES

3D competitive game

PROJECT PORCELAIN

2D action platformer

LUM'S TOWER OF LIGHT

3D environment design

OVERGROWN HK

3D environment design

HAZELNUT LIGHT

3D point-&-click puzzle

CHLINK (GGJ 2018)

Endless runner
Role: artist

BOARD GAMES

HEXEXE

Math based board game
Role: lead artist

ZEUS, PLEASE!

Greek themed card game
Role: project manager,
artist

WIZARDS VS. LIZARDS

Card based RPG
Role: lead artist

EDUCATION

Savannah College of Art and Design (SCAD) Hong Kong

BFA in Interactive Design and Game Development
Minor in Visual Effects

SOFTWARE & SKILLS

SOFTWARE

Maya / Blender
Unity
Photoshop & alternatives
Illustrator & InDesign
ZBrush
Substance Painter

SKILLS

Illustration & drawing
Character design
Character modelling
Assets modelling
3D texturing
Story / copywriting

OTHER SKILLS

Fluent in Cantonese,
English and Mandarin
Experienced public
speaker
Knowledgeable in C#,
Nuke and Houdini