

# CRAIG JONG, GAME DESIGNER

greenestpasture.net | craig.jong@gmail.com | 858.922.5665



## EXPERIENCE

### STRANGE LOOP GAMES

SEPT 2016 - PRESENT

Game Designer and Programmer

Managed and balanced the tech tree; the backbone of player's progress through Eco  
Implemented and improved a variety of mechanics such as durability, fishing, and soil nutrients  
Balanced the simulation parameters to ensure that the ecosystem remained playable

### STRANGE LOOP GAMES

MAY 2016 - SEPT 2016

Design and Programming Intern

Messed around in the code base and maintained tools for tech tree code generation  
Interfaced with the community through the company forums and fixed a lot of bugs

### DIGIPEN INSTITUTE OF TECHNOLOGY

JAN 2016 - APR 2016

Teaching Assistant

Assisted with grading for a variety of solo projects mostly centered around level design  
Gave written feedback on prototypes and design documentation based on a rubric



## PROJECTS

### TEAM B.L.A.S.T / NEON WASTELAND

SEPT 2015 - APR 2016

Systems Designer, Programmer

Utilized Unreal Engine 4 with both blueprints and C++  
Collaborated with two other designers on core concept and game experience  
Designed, developed, and balanced ability sets for four unique characters  
Coded the back-end systems for the myriad of abilities and character archetypes

### DIGIPEN / SOLO PROJECTS

SEPT 2014 - OCT 2015

Game Designer, Programmer, Artist

Brought over eight game projects from concept to completion in 4 week stretches  
Utilized a variety of engines and tools including Unity, Unreal, Zero, Photoshop, and Maya  
Programmed and scripted in C#, C++, Python, Zilch, and UE4 blueprints



## EDUCATION

### DIGIPEN INSTITUTE OF TECHNOLOGY

2012 - 2016

Computer Science and Game Design