# Joseph Yong

Richmond Hill, Ontario | L4C0Y9
**647-961-2555 | Josephyong5@gmail.com**

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## SUMMARY

A graduating student with the dedication to get jobs done well, seeking for an opportunity to contribute my work and develop my career in the games industry

## SKILLS

- **Gameplay Programming:** Implemented gameplay systems and logic in C#, including player controllers and combat systems (Melee and Ranged).
- **NavMesh Programming:** Implemented NavMesh agent systems and logic in C#, including NavMesh agent path navigation and unique NavMesh agent behaviors..
- **Languages:** C#, Java, HTML, CSS, JavaScript, Python.
- **Software:** Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Unity engine, Figma, Microsoft Office, Windows 10, Visual Studio, Clip Studio Paint, Maya, Blender, Android Studio, Visual Studio 2019, Rhino 3D, Meshmixer, Gamemaker Studio.
- **3D modeling:** Created many 3D models for game projects and other works (personal, friends, etc). Models are made in a stylized, low poly style.
- **Drawing:** Created many 2D artworks and sprites for game projects and other works (personal, friends, etc). Drawings are drawn in a stylized, minimalistic style.
- **Graphic Design:** Designed many graphical pieces like ads, and logos for game projects and other works (personal, etc).

## EDUCATION

**Honors Bachelor of Arts, Digital Media**                                                    **2023**
York University, Toronto

- Graduated as one of the top performing students in the program and with honors.
- Helped fellow classmates on learning unity packages like Navmesh and programming languages like Java and C#.
- A team member of York University's Rainbow Six Siege Esport Team from 2019 to 2020, was promoted to team captain from Jan 2020 to April 2020.
- Assisted fellow classmates in printing and etching out their objects on 3D printers and laser etchers in one of my courses.
- Contributed time to help playtest a few fellow classmates games to provide them feedback on how or what to improve on.

## WORK EXPERIENCE

**ASSISTANT GRAPHIC DESIGNER [CO-OP]**                                        **JUL 2018 - AUG 2018**
Phoenix Agency.ca

- Created ads for their clients and also for their social media platforms to promote their products.
- Performed SEO work on some of the clients websites to ensure that their website is at the top of search engine searches.

- Helped to create and improve on some of the clients logo designs to help make their product brand stand out better.
- Helped to create an ebook for one of the employees within the company.

## PREVIOUS PROJECT EXPERIENCE

**TONMISHISHO demo [PC, MacOS, Linux]**        **2023**
**Roles:** Programmer, Artist, Writer, Game Designer, Team Producer, 3D Modeller, Graphic Designer, UI Designer, and Level Designer
**Game Engine:** Unity
**Languages:** C#

- Chosen as team lead for the project. Organized and prioritized tasks, managed workflow progress, and provided programming and artistic support to team members.
- Prepared an extensive 18-page report to address and showcase all the aspects of the project and progress to professors and classmates.
- Responsible for writing the whole story, worldbuilding, and characters within the game.
- Contributed artistic skills to design and create the character sprites, 2D background details, concept works, 3D models, and level designs for the game.
- Responsible for programming most of the game's systems and logic that included the ramen making system and interaction, and smartphone system.

**Get Those Commies Off The Green [PC, MacOS]**        **2022**
**Roles:** Programmer, Video Editor, Project Manager, Website Developer
**Game Engine:** Unity
**Languages:** C#

- Applied management skills to help organize and prioritize tasks, manage workflow progress, verifying and ensuring quality assurance, and making sure the team stays on track.
- Contributed video editing skills to create the trailer for the game as part of the submission's requirement and also for promoting the game.
- Responsible for programming the game's AI systems and logic such as creating the different types of enemies, the AI's navigational pathing, and their unique behavior based on what type they are.
- Contributed web development and design skills to create a separate website containing information and screenshots of our game as part of the project's requirement for submission.
- Assisted other team members on programming tasks that they could not complete such as the combat system, the "ARSON" system, the golfing system, and the obstacle system.

## AWARDS / HONORS / CERTIFICATES

**Specialist High Skills Major Red Seal**        **Jan 2019**
St. Theresa Of Lisieux
**Honor Roll**        **Jun 2018**
St. Theresa Of Lisieux
**Most Inspiring Player Award**        **Jun 2018**
St. Theresa Of Lisieux
**Best Photography Award**        **May 2018**
St. Theresa Of Lisieux