

Kenneth Teo

 kennethteoZh@gmail.com

 [linkedin.com/in/kenneth-teo-76903098](https://www.linkedin.com/in/kenneth-teo-76903098)

 <https://www.kennethzh.com/>

Summary

I am a Game & UX designer about to complete my studies in DigiPen Institute of Technology Singapore. I believe in crafting lasting and amazing experiences for games and applications.

Experience



Game Designer

First Wave

Nov 2021 - Present (1 month +)



Gamification & UX Designer

First Wave

May 2021 - Nov 2021 (7 months)

1. Working closely with the Lead Game Designer to ideate, document and create mockups for the intended game design for the product.
2. Communicate the intention of mechanics to both programmers and Lead UX/UI designer in order to ensure that the game mechanics is developed as intended.
3. Communicate with marketing/partnership to ensure that brand engagement and goals are considered into the design.



Junior Game Artist

Innervative

Feb 2015 - Apr 2015 (3 months)

Concept Art, 3D modelling and texturing

Education



DigiPen Institute of Technology Singapore

Bachelor of Arts - BA, Game Design

2018 - 2022



Singapore Polytechnic

Diploma in Games Design and Development , Game Design

2013 - 2016

Licenses & Certifications



Interaction Design: Interface - LinkedIn



CRM: Customer Relationship Management - Udemy


UC-ebcc71d3-00ae-42c0-8ba5-4ddfd5d8dd9a

 **Foundations of User Experience (UX) Design** - Google
DBUENDSY2DD5

Skills

English • Communication • Adobe Photoshop • Adobe Illustrator • Balsamiq • Unity • Autodesk 3ds Max • User Experience (UX) • User Interface Design • Game Design

Honors & Awards

 **Finalist in Entertainment Category (Johnny Mythos)** - Asia Digital Art Award

Nov 2016

Asia Digital Art Award FUKUOKA, established in 2001 here in Kyushu, Japan, encourages the creation of digital contentsthat combine top-notch technology with Asian sensibility.

 **Finalist in Still Images category (Alien Lizard)** - Asia Digital Art Award

Nov 2016

<https://adaa.jp/en/winners/winners2016.html>