

Tom Kun

Portfolio <https://www.tkgameplay.com>
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Honours Bachelor of Game Design, [Sheridan College](#) 2016 - 2020

Game Designer

with 4 years Professional + 3.5 years Teaching Experience

Junior Game Economy Designer, [Gameloft](#), Toronto, ON Jan 2022 - April 2024

Excel/Confluence/Jira/Zoom/Google Sheets – 2 years 4 months

- Proposed and led system improvement for time-limited events (TLEs).
- Identified and developed the purchase drivers and provided data-driven design, tuning, and pricing recommendations to improve game financial performance.
- Analyzed the collected data and reported the underperforming aspects of the game economic model.
- Researched and deconstructed games and presented findings with fellow designers.

Technical Game Designer, [Waterless Games](#), Hamilton, ON Jun 2020 - Jan 2022

Unity/C#/Core/Lua/Google Doc & Sheets/Excel – 1 year 7 months

- Designed and prototyped innovative core game systems to achieve award-winning quality gameplay rapidly.
- Created and maintained design documents for both internal and external pitches.
- Helped grow the studio to become one of the top 50 developers on the “Core games” platform in the Summer of 2021.
- Analyzed the metaverse trend and convinced the team to join “Core” at the end of 2020, and gain 200% more revenue in 2021.

Game Design Instructor and Game Jam Coach, [Cloud Times Global](#), Toronto, ON Nov 2018 - Jun 2022

Unity/C#/Google Doc & Sheets/Excel – 3 years and 7 months (part-time)

- Built engaging and adaptive game design education programs with Unity. Continuously iterates courses based on students' feedback and performance metrics.
- Led game design workshops to boost application rate to 6x higher.
- Coached student game dev teams from amateur to ranked top 10% in the “Ludum Dare” competition.

Game Designer, [Holland Bloorview Kids Rehabilitation Hospital](#), Toronto, ON May 2019 - Aug 2019

Unity/C#/Google Doc & Sheets/Excel – 3 months

- Shipped a gamified therapy experience to cerebral palsy children with solutions of PVP matchmaking and game balance between patients and other players.
- Balanced 8 characters with diverse traits and strategies with both playtesting and Excel formula crafting.

SIDE PROJECTS AND HOBBIES

Game Balance Experiment- Analyze and build a game balance model for League of Legends.

Ludum Dare - Study polished games that were built rapidly and apply learnings to develop faster and better