Tom Kun

Game Designer
with 6 years Professional + 4 years Teaching Experience

Portfolio   https://www.tomkun.ca

LinkedIn   linkedin.com/in/tom-kun-gamedesign

Email   k.w.h.2012@gmail.com

Phone   +1 (647) 916-7665

Education   Bachelor of Game Design, Sheridan College 2020

Key Skills and Software:

• Game Design • Unity • C# • Lua • C++ • Rapid Prototyping • Economy Design • Game Balance
• Mobile • System Design • UI/UX Design • Adobe Illustrator • Jira • Confluence • Unreal 5

Autonomous Worker - Able to self-direct when blocked and quickly work around constraints and changes.
Eager Learner - Always learning new technology and best design practices to optimize performance.
Growth-Driven - Focus on long-term growth and thrive in challenges.
Team Player - Priorities collective targets to maintain great team environments.

Lead Game Designer and Co-founder, Syncarnation Studio, Vancouver, BC Oct 2024 - Current

`Excel/Unreal 5/C++/Claude Code/Google Sheets/Figma/Trello — 1 years 5 months`

- Design and refine game design from prototype to production
- Analyze a crowded genre and find promising opportunities
- Lead a small design team to deliver in tight timelines
- Build a complex balance system to ensure long term replayability
- Iterate on UI/UX design to shorten player on boarding time

Game Designer (Economy), Emerald City Games, Vancouver, BC Oct 2024 - June 2025

`Excel/Unity/Zoom/Google Sheets — 8 months`

- Designed and optimized economic systems for an upcoming mobile game.
- Designed long term monetization plans and Live-ops events.
- Balanced resource management systems and economy for a 4x mobile game.

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).
- Created and balanced economy simulation to boost the game's KPIs.
- Analyzed the collected data and reported the underperforming aspects of the game economic model.
- Researched and deconstructed games, then presented findings with fellow designers.

Technical Game Designer, Waterless Games, Hamilton, ON June 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 games" at the end of 2020, and gain 200% more revenue in 2021.

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Game Design Instructor and Game Jam Coach, Cloud Times Global, Toronto, ON Nov 2018 - June 2022

`Unity/C#/Google Doc & Sheets/Excel — 3 years 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 outsider to ranked top 10% in 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

Honours:

4 Game Design Awards, Core Games Game Jam, San Mateo, California Jan 2021 - Sep 2022
- 5th placed People's Choice, Holiday Game Jam 2020
- Core Diversifier, Global Game Jam 2021
- 4th place "Team Sport Ball", Summer Games Jam 2021
- 2nd place "Fantasy", Anime Jam 2022

2nd Prize, 6th World Traditional WuShu Tournament, *Anhui*, China Oct 2014

Challenger, 7K180 Cross Canada Walkathon Challenge, Canada May 2015 - Aug 2015

3rd Placed, 2019 NAET-League of Legends, Toronto, Canada July 2019

Language:

Cantonese - Native

Mandarin - Native

English - Professional