

Tom Chiu

technical designer

portfolio: www.tomchiu.com

email: fpstom@gmail.com

phone: 901.857.6610

skills

- technical design
- prototyping
- gameplay programming
- tools programming
- level design
- level scripting

software

tools

- Visual Studio, Perforce, SVN, 3DS Max, Maya, Photoshop, Illustrator, various level editors

engines

- HALO, Unreal 3, Unity 3, Source

experience

Unannounced Shooter Title

technical designer - Certain Affinity

Mar 2013 – current

- owned and scripted a game mode in a proprietary engine
- created game objects to support level design team's needs

Unannounced Strategy Title

technical designer - Certain Affinity

Sept 2012 – Dec 2012

- designed and programmed frontend ui

HALO 4: Majestic Map Pack [Xbox 360]

level designer - Certain Affinity

May 2012 – Dec 2012

- owned and designed the level, Skyline
- worked with the art department to maintain vision and fun
- provided daily feedback to all other DLC levels

HALO 4 [Xbox 360]

technical & level designer - Certain Affinity

Jan 2012 – May 2012

- created pipeline tools to enhance team workflow
- optimized multiplayer ui
- polished game modes setup across all levels

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education

The Guildhall at SMU

Master of Interactive Technology [3.9 GPA]

Jan 2010 - Dec 2011

- Specialization in Level Design

Wake Forest University

Bachelor of Arts in Computer Science [3.5 GPA]

Aug 2006 - Dec 2009

- Minor in Mathematics