

Marco Ng (Kai Hei Ng)

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PROFILE

I am a proactive game developer with 5+ years of experience in Unity and am the director of [OTTERWEAVE GAMES STUDIO LTD](#), which is working on a rhythm deck builder, [EMITIME](#). I am also currently volunteering with [Safe In Our World](#) as an ambassador, with the aim to help further improve the industry. Attained technical and design skills throughout my university course and by working for 5 internships; and developed leadership and event management experience through the [Interactive Media Showcase](#). Looking for a full-time position in the industry to work with a team and further develop my expertise.

EDUCATION

University of York York, UK
BSc in Interactive Media (With A Year In Enterprise) [First class honours] 2020 - 2024
Modules and Projects

- 99% in Developing Interactive Media ([EMITIME](#) [old])
- 89% in Computational Thinking (Includes - [MR. SWORDSMAN & MR. SORCERER](#))
- 87% in Media Production for Interactive Environments ([OPERATION U](#))
- 67% in Advanced Interaction Techniques & Technologies ([GUARDIAN.EXE](#))
- 90% in Mobile Interaction ([ORCOOK](#))
- 74% in Web Application Design & Development (Includes - [The Sketchbook](#))
- 89% in Interactive Media Group Project ([PARTY ANIMALS – HOSPITAL RUSH](#))
- 81% in Interactive Media Individual Project ([WORKSHOP NO.25](#) - [Aesthetica Short Film Festival](#) Official Game Selection)

Hong Kong Pui Ching Middle School Hong Kong
HKDSE 2020

- 4 in Chinese Language, 5* in English Language, 5* in Mathematics Compulsory Part, 5 in Mathematics Extended Part (Calculus & Statistics), 4 in Liberal Studies, 5** in ICT, 5* in Physics

WORK EXPERIENCE

[OTTERWEAVE GAMES STUDIO LTD](#) York, UK
Business Director / Game Developer (Studio Founder) 2023 - Present

- Developed VR and mobile experiences in Unity for R&D clients (e.g. [Green Screens? Digital Technologies and Environmental Sustainability](#))
- Prepared pitch deck and pitched to game publishers and funders
- Created marketing materials on multiple marketing platforms (with 2.5k+ followers on [Bluesky](#) and 280+ followers on [LinkedIn](#))
- Attended 6+ game events to demo my rhythm-based deck builder game - EMITIME
- Official speaker at Develop: Brighton 2024 session - " KICKSTARTING YOUR INDIE GAME STUDIO AS A GRADUATE / STUDENT!"

[XR Stories](#) York, UK
XR Studio Technician (Internship) 2023

- Liaised with clients to provide optimal technical and development support
- Developed an educational interactive game with a team - Captain Cook: Dead Reckoning in Unity for the Captain Cook Museum in Whitby
- Created Scenes and 3D models for virtual production in Unreal Engine 5
- Rigged characters to work with motion capture animations

[Digital Creativity Labs](#) York, UK
Research Software Engineer (Internship) 2022

- Took over Black Fell (an interactive digital opera featured on [Financial Times](#)) and developed it in Unity according to the given flowchart
- Programmed an intuitive custom editor interface in Unity to enable the simple addition of new content
- Cooperated with the project researcher closely to make sure the project is on the right track
- Designed the user interface and added new usability features to enhance the experience

[XR Stories](#) York, UK
Virtual Media Lab Coordinator (Internship) 2022

- Researched on and experimented with VR/AR devices and platforms to find the best solution to create a virtual media lab
- Modelled a virtual lab which is compatible with the VR/AR platforms
- Worked alongside the project manager, creative producers, and creative technologist to implement a prototype for the virtual lab
- Created a prototype with various functionalities which could be further expanded and is useful for the organisation

[University of York Interactive Media Showcase 2022](#) York, UK
Co-Director 2021 - 2022

- Led a team of 20 students to deliver a showcase of student work on interactive media
- Managed a social media group to facilitate communication within the whole team
- Planned the in-person showcase event and arranging the overall timeline for the showcase preparation
- Managed and kept track of tasks for four teams (Marketing, Design, Tech, Event)
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University of York Game Development Society York, UK
Committee Member (Treasurer) 2021 - 2022

- Arranged and ran 3 tutorials on pixel art and 3D modelling in Blender
- Liaised with other committee members to organise weekly tutorials, game jams, and social events
- Advertised the society to students interested in game development and around 80 students expressed interest

Grads in Games

Student Ambassador (Volunteering)

Online, UK
2021 - 2022

- Promoted game-career events to students through group chats of the Game Development Society and Interactive Media course
- Prepared a section of the department's careers newspaper to promote events and information about Grads in Games
- Updated a column for Grads in Games in the job board of the course on a regular basis

University of York Course Representative

York, UK
2020 - 2023

- Communicated with students to identify the existing issues within the course
- Integrated and conveyed students' opinions regarding the lectures to the professors
- Arranged online and in-person social events to increase interactions between students during the pandemic

SKILLS & EXPERIENCES

Design Skills

- **Game Design Skills** – Game mechanics and narrative design, character and level design, user interface design
- **General Design Skills** – User Experience Design, interactive experience design, website design, graphics design

Programming

- **HTML, CSS, JavaScript** – Created web pages and a web game ([The Sketchbook](#)) using HTML, CSS, and JavaScript throughout the Web Application Design and Development module in my university course
- **C#** – Programmed own games using C# in Unity
- **Processing (Java)** – Programmed games and interactive applications with Processing ([The Contract](#), [MR. SWORDSMAN & MR. SORCERER](#))
- **Kotlin** – Programmed a QR code-based mobile game using Kotlin in Android Studio ([ORCOOK](#))

Software

- **Version Control & Task Management - Github, Trello** (Have worked on Team Projects - game jams, client work, etc. through version control tools and made use of Trello for managing team and personal projects)
- **Microsoft Office suite – Word, Excel, PowerPoint** (Have a deep understanding and abundant of experience with various functions of all three applications)
- **Flowchart – Lucidchart** (Created multiple flowcharts to record game narrative structure during the Digital Creativity Labs internship)
- **Digital Design – Adobe Photoshop** (Understand the principles of image manipulations and have experience in image modifications), **Adobe Illustrator / Inkscape** (Created logos in vector graphics format), **Adobe InDesign** (Produced the brochure for IM Showcase)
- **3D modelling – Blender** (Modelling, sculpting, texturing, rigging, and animating character models), **Autodesk Maya** (Modelling and texturing), **Substance 3D Painter** (Created textures for both character and environment models)
- **VR / Computer Game / Interactive Project Development – Unity** (Developed various projects including a VR game – [GUARDIAN.EXE](#), multiple other pc games and interactive projects such as Black Fell), **Unreal Engine** (Have basic knowledge of the engine and the Blueprint system, Developed 3D Models to work with Motion / Facial Capture in Unreal)
- **Mobile Development – Android Studio** (Created a QR code-based mobile game - [ORCOOK](#) in Kotlin using Android Studio)
- **2D Artwork – Clip Studio Paint** (Produced digital artwork [e.g. pixel art assets, in-game portraits] using different creative techniques)
- **Pixel Art Rigging – Pixel Over** (Created Rigged Pixel Art Animations for characters in [EMITIME](#))
- **Webpage Design and Prototyping – Figma** (Designed multiple web pages for the [Interactive Media Showcase](#) and created an online teaching system prototype for the User Experience Design module)

Language Proficiency

- Cantonese (First Language), Mandarin (High proficiency level)
- English (Second Language)
- Japanese (Japanese-Language Proficiency Test N3 Passed)

INTERESTS

Character design / Pixel Art / Digital Art

- Practised drawing both digitally and on paper for 8+ years and has experience in character design
- Understand basic art principles and the procedure of producing digital artwork in both 2D and 3D
- Designed, Modelled and Animated characters for individual games – [EMITIME \(old\)](#), [OPERATION U](#) and [WORKSHOP NO.25](#)

Game Design & Development

- Designed gameplay mechanics for individual games from scratch and by referring to pre-existing games
- Implemented game mechanics, narratives, and levels through programming, 2D & 3D assets design skills, and experience in game engines
- Designed gameplay and non-linear storytelling structures for game prototypes – [EMITIME \(old\)](#), [OPERATION U](#) and [WORKSHOP NO.25](#)

Interactive Storytelling

- Is passionate about brainstorming concepts and structures to develop interactive narratives
- Wrote and developed all the narratives for individually-developed games (Please find links below)
- My narrative-driven game - "[The Contract](#)" has 3,600+ downloads on Itch.io

PORTFOLIO (LINKS TO THE WEBPAGE ARE ATTACHED AS HYPERLINKS)

Portfolio Webpage - Includes 10 game projects (Solo + Group), and some example character models:

<https://ngkaihei2002.wixsite.com/my-site>

Game Jam Submissions (Supports Playing in Browser)

[The Mistaken Potion](#) (Solo Dev - A 2.5D shooter game submission for Ludum Dare 49)

[CODE_CYBERDUCK](#) (Solo Dev - A 3D Space shooter game created for the Interactive Media Showcase 2023 Game Jam)