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 ambassdaor, 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 BSc in Interactive Media (With A Year In Enterprise) [First class honours] Modules and Projects

York, UK 2020 - 2024

- 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 (QRCOOK)
 - 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 HKĎSE

Hong Kong

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

2021 - 2022

Co-Director

- 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)

University of York Game Development Society

Committee Member (Treasurer)

York, UK 2021 - 2023

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 Online, UK 2021 - 2022

Student Ambassador (Volunteering)

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 York, UK 2020 - 2023 Course Representative

- 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
- 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 protraits] 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)

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)

<u>The Mistaken Potion</u> (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)