

EDDEN LAV

GAME DESIGN

PROFILE

Enthusiastic second-year video game design student with a passion for creating engaging experiences. Proficient in key design concepts and development tools, and adept at collaborating among interdisciplinary teams. Eager to apply skills and gain hands-on experience through an internship, contributing my abilities and learning from those experienced in the craft of game design.

SOFTWARE SKILLS

DEVELOPMENT TOOLS

- Unreal Engine 5 [Blueprints]
- Unity [C#]
- Perforce
- Web Development [HTML, CSS, Javascript]

PROJECT MANAGEMENT

- Jira
- Trello

AWARDS

- **Y1 Best Design** for a 7-week multi-disciplinary project, Smash Balls, from Breda University of Applied Sciences.

EXPERIENCE

PROJECTS

Projects displayed on following page. Produced a total of 6 University Projects, 2 of which are detailed extensively.

GAME JAMS

Various Game Jams | Mar 2018 - Ongoing

- Engaged and produced submissions for **21 game jams**, involving the production of a small game within a defined time period.
- Experience in **Unreal Engine, Unity, PICO-8, and self-developed web & grid-based engine.**
- Wide variety of experiences, individually and within multi-disciplinary groups.

EDUCATION

Breda University of Applied Sciences

Bachelors in Creative Media and Game Technologies | Sep 2022 - Expected Graduation June 2026

- **Game Design and Production specialization.** [primarily System & Technical design]
- Experience in **Unreal Engine 5, Perforce, and similar industry standard tools.**
- Participation in **multi-disciplinary group** projects, utilizing **SCRUM framework.** Collaboration with artists and programmers in the implementation of game features, visual elements, animations, ect.
- Instruction from industry veterans.
- GPA: 3.89

DC International School


IB Diploma Program | Sep 2018 - July 2022

- Utilized project-based learning opportunities to explore game design and development.
- Chinese (Mandarin) language track.
- Weighted GPA: 4.88

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PROJECTS

MATCH 3 ROGUE | SYSTEM DESIGN. TECHNICAL DESIGN.

University Project | Sep 2023 - Oct 2023

- **Solo project** built using **Unreal Engine 5**.
- **Designed core gameplay loop**, involving twin-stick combat and overlapping match 3 system.
- **Designed enemies** aligned with design pillars of simplicity and target prioritization.
- **Designed difficulty progression**, introducing new enemies in rising quantities as players progress.
- **Designed reward systems and meta-progression**, allowing players to augment their abilities and produce item synergies.
- **Designed UI/UX** to convey integral gameplay information.
- **Performed playtests and iterated** accordingly, using feedback from players and fellow designers to alter and improve the game's ability to reach the intended player experience over time.
- Utilized Miro for early **ideation and sketching throughout the development process**. **Produced design documentation** for communicating design using Microsoft Office software.

SMASH BALLS | 3Cs DESIGN. TECHNICAL DESIGN.

University Project | May 2023 - June 2023

- **Group project** involving 5 designers, 6 artists, and 3 programmers, working within **Unreal Engine 5**.
- Worked alongside fellow designers to produce an initial pitch and define core gameplay.
- Created **early prototypes** and **feature spec** documentation to convey and experiment with important functionality.
- **Designed complex unique 3Cs** inspired by the selected target game, creating a character and controls that feel **intuitive** while providing the **depth for skill expression**.
- Partook in **SCRUM framework**, utilizing Jira, for project management.
- **Performed plentiful playtests**, aiming to create satisfactory 3Cs accessible for new players while providing a breadth of action space, **iterating in an informed manner** based on such feedback.
- **Supported artists** in the technical **implementation of character models, animations, Niagara particles, and more within Unreal Engine 5**.

HIGH NOON SALOON | SYSTEM DESIGN. TECHNICAL DESIGN.

Game Jam Project | Feb 2023

- **Group project** involving 6 designers and 1 artist, utilizing **Unreal Engine 5**.
- **Designed core game loop**, managing a series of customers, accurately serving drinks, and dealing with any aggressive customers.
- **Designed and implemented customer systems**, with customers appearing at greater intervals and in greater numbers depending on the player's score, becoming aggressive and attacking the player if requests aren't met.
- **Designed and implemented score system**, with players gaining score for serving customer requests, and losing score when failing to do so, whether requests aren't provided in time or customers are attacked.