



Chan Long Nok

UI Designer

Graduate student in Game Design and Programming with hands-on experience using Unity and Unreal Engine. I developed strong design vision and understanding during an internship at a design studio, gaining proficiency in design theory and software skills. My recent focus has shifted toward UI and UX design, where I aim to create clear, engaging, and player-friendly interfaces.

Past collaborative projects also strengthened my communication and teamwork skills, especially when collaborating across disciplines. I'm now seeking an opportunity where I can apply and further grow my UI/UX design abilities within a game development environment.experiences.

Contact Detail:

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Portfolio:

 www.janicegamedesign.com

 www.linkedin.com/in/long-nok-chan-704774233/

 [@JaniceGameDevelopment](https://www.youtube.com/@JaniceGameDevelopment)

 <https://github.com/Janice104>

Education :

University of Staffordshire : Game Design and Programming (Bachelor of Honor)

2022 – 2025

Year 1:

- Introduction to Games Design
- Introduction to 3D Games Engines (Unreal Engine + Blueprint)
- Rapid Games Prototyping (Unity + C# coding)
- Game Engine Creation (Visual Studio C++)

Year 2:

- Introduction to Mechanic Design (Unity + C#)
- C++ For Engine (Unreal Engine + C++)
- Advanced Mechanics Design
- Game Artificial Intelligence
- User Interface Design and Implementation
- Junior Collaborative Development

Year 3:

- Multiplayer Level Design
- Prototyping for Technical Designers
- Games Development Project
- Low-Level Gameplay
- Senior Collaborative Game Development

Flinder University : Social Work (Master Degree)

2019 – 2021

Griffith University : Graphic Design (Bachelor of Design)

2017 – 2019

Skill :

- Adobe Software (Illustrator, Indesign, Photoshop)
- Microsoft Office
- Game Engine (Unity, Unreal Engine)
- Teamwork

Language :

- Cantonese (Native)
- Mandarin : (Fluent)
- English (Fluent)
- Japanese (Conversational)

Interests and Hobbies :

- Drawing and Sketching
- Icon Design
- Origami Art
- Explore Game
- Cook and Bake

Employment :

Liveworm Studio Intern-ship | Griffith University, Australia

Student Designer

April 2018 – Oct 2018

- Design document, banner, flyer, booklet, logo
- Came across on job offers from University and Australia companies
- One design been chosen by as University Showcase, Griffith Film School film piece booklet theme design

The Spire Community Placement | Community Centre, Australia

Student Social Worker

Aug 2020 – Nov 2020

- Work with staff in spire community on arranging activities
- Work in team arrange monthly publish on diverse culture (Not success as university not allow)

Helping Hand Aged Care Placment | Residential Aged Care, Australia

Student Social Worker

Mar 2021 – Jun 2021

- Be part and work in team with staffs in facility run program
- Involve in project combining to designing feature and residence communication