

Chan Long Nok

Game Design Student

Summary :

I am a second-year student in Game Design and Programming, with recent experience in Unity and Unreal game engines. Obtained design skills and theories from experience while working in a design studio internship role, which was also familiar with design software.

Understand teamwork, communication and cooperation between different teams from past placement experience.

Looking for a game design internship opportunity would me to present my design skill and develop game design skills.



07935451083



janicechan1996@gmail.com



www.janicegamedesign.com



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

Education :

Staffordshire University

Game Design and Programming (Bachelor)

2022 – now

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++

Flinder University

Social Work (Master Degree)

2019 – 2021

Griffith University Queensland College of Art

Graphic Design (Bachelor)

2017 – 2019

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

Language :

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

Skill :

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

Interests and Hobbies :

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

