

Cindy Vu

Game Designer located in the Greater Toronto Area, Ontario

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GAME DESIGN EXPERIENCE

Genres: NDA

Titles: [Under NDA]

Junior Game Designer/QA Tester, **Anomaly Games Inc.**

Apr 2025 – Jun 2025

- Collaborated with other departments to design gameplay systems, quests, and UI layouts for unannounced projects under NDA.
- Created detailed design documentation and contributed to balance, pacing, and player experience tuning.
- Conducted thorough QA testing across multiple development builds, reporting bugs using Notion.
 - Some tools used: Notion, Figma, Telegram

Genre: Horror/Exploration

Title: The Lost Village: Wita

Lead Game Designer/Executive Producer, **Brigantine Studios**

Sept 2024 – Jun 2025

- Set up and on-boarded team members to a collaborative workspace with project resources.
- Led meetings on game mechanics, narrative, and level design to ensure alignment.
 - Some tools used: Notion, Unreal Engine, Discord

Genre: Trading Card Game

Title: Skyweaver

Junior Game Designer, **Horizon**

Jun 2023 – Apr 2024

- Designed gameplay mechanics and UX for card designs, collectibles for F2P, and UI enhancements, ensuring a cohesive visual experience for 200+ cards.
- Enhanced narrative design for over 20 of Skyweaver's factions, refining lore and proposing innovative mechanics for new cards and game modes.
- Conducted playtesting and QA for prototype modes, resolving bugs, fixing flow, and gameplay balance.
 - Some tools used: GitHub, Notion, Google Suite, Slack

Genre: 3D Open World (Independent)

Title: Choco

- Developed environment concepts, level flow, and puzzles to ensure coherence and player engagement.
- Utilized experimental Unity packages to hand-sculpt 3D Tileset systems, shaping five unique areas for enhanced player immersion.
- Designed a player-guidance collectible system for enhanced engagement.
 - Some tools used: Unity, C#, Maya, GitHub Desktop, Clip Studio Paint

SKILLS

- Collaborative, Adaptive and Flexible, Attention to Detail, and Creative Thinker.
- Experienced with F2P, Strategy TCGs, Puzzle Platforms, RPGs, Single-player, and Multiplayer Games.

EDUCATION

B.A., w/Honours in Digital Media Game Arts, York University, Toronto, ON 2022

AWARDS

Media Arts Prize Finalist, Interaccess, Toronto, ON 2022

Game Design Finalist, Ubisoft Womxn Develop, Toronto, ON 2021