

Hsiang-Hsuan (Bread) Tung

TECHNICAL SYSTEM DESIGNER



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Game Projects

Skills

Technical System Designer: *Just Desserts*

Sept. 2019 - April 2020

3D Sweet-Based Action Adventure Game | Team of 9 | Unreal Engine 4.22.3

- Developed the combat system for the player character.
- Researched weapons in real life to find the archetype for the player character's weapons.
- Implemented each weapon's property and attributes according to the archetype.
- Architected an energy system for executing ultimate abilities and recovering player health.
- Engineered a checkpoint system allowing player healing and game saving.

Solo Developer: *Nova-War*

Nov. 2018 - Dec. 2018

Four-player Combat Game | Solo Project | Tabletop

- Designed and developed combat system integrating health, damage, armor, dodge, movement, and energy.
- Developed scoring system blending basketball's three-point line with distance to the goal.
- Utilized classic archetypal elements of fire, earth, water, and wind to create 8+ unique characters.
- Separated characters into 2+ races to add interest and wider variation in ability combinations.
- Divided each team's base area into 3+ sections to allow for more player strategization.
- Adjusted turn order to assist players in making the most of their characters' abilities.
- Performed playtests to balance character abilities and map design.

Solo Developer: *Log*

Sept. 2018 - Oct. 2018

Two-player Combat Game | Solo Project | Tabletop

- Developed and iterated on a simultaneously resolving combat system integrating retaliation, damage over time, and chain attacks.
- Created simple deck to allow player to interact with system without doing extra math but allowing for strategizing.
- Balanced character attributes based on playtester feedback.

Design

Level Design
System Design
Technical Design
Prototyping

Technical

Unreal Engine
Unity
Scripting
Blueprints
Source Control
Debug Tools

Production

Team Management
Timeline Management
Presentations

Languages

Chinese (Native)
English (Conversational)
Japanese (Familiar)

Education

Bachelor in Computer Science and Game Design

April 2021

DigiPen Institute of Technology - Redmond, Washington

Bachelor of Science in Accounting

Aug. 2009 - July 2013

National Chengchi University - Taiwan