



Website: www.willparkdesign.com

I am a multidisciplinary designer who specializes in VR game design. I also have extensive experiences in graphic design and visual branding. I am very curious by nature and would always dive deep into learning new things that interest me or can expand my creative capabilities.

Softwares

- Unity 3D / URP / HDRP
- Maya
- Substance Painter
- Adobe: Illustrator / Photoshop / Premiere / After Effects
- Figma

Skills

- C# Unity programming
- Game mechanics / systems development
- Level Design
- Project Management
- Damage control under tight scheduling
- Environment design
- Unity lighting (built in / Bakery)
- Quest 2/3 development
- VR hand tracking
- UI/UX (VR / traditional)
- Excellent communication skills

Education

- **Parsons School of Design**
\$20,000 annual scholarship
- **Relevant courses:** Core Game Design courses, Code, CGI, Cinematography and Lighting, Creative Careers.

Experience

Octonic VR March 2022 - present **Environment & Game Design Lead**

- Creative direction in scene building and mechanics, built new environments from scratch
- Revamping the application's UI/UX from the ground up with Apple Vision Pro's design guides
- Schedule and lead team meetings for projects
- Adding additional designs to existing scenes and making performance optimizations
- Produce marketing footages from scenes that I built

Incantlas August 2022 - May 2023 **Undergrad Senior Year Thesis Project**

- Designed every game element, from game mechanics and puzzle design to level design and environment building
- Did extensive research and rapid testing with random people to Parsons and NYU game designers under tight deadlines
- Worked with a graphic designer to optimize tutorial systems and to create the game's branding
- Worked with musicians to produce original sound tracks

Yeehoo Press June 2020 - August 2020 **Lead board game designer**

- Created the initial board game system based on the theme of a book
- Created all the essential graphics for the board game
- Managed the creative team and assigned work to each member
- Led playtest sessions and creative direction meetings
- Conducted research with the team on the market as well as surveys that impact creative decisions