





CHONG KING MING

Design for Games and Gamification Student

 86872536

 23010153@myrp.edu.sg

 www.linkedin.com/in/chong-king-ming

 <https://a23010153c140.myporfolio.com>

EDUCATION

Design for Games and Gamification

Republic Polytechnic

Anticipated completion date:
2023 - 2026

Choa Chu Kang Secondary
2018 - 2021

KEY SKILLS

- Unity, C-Sharp (C#)
Programming and Game Prototyping
- Adobe Photoshop and Illustrator (2D Asset creation)
- Adobe Experience Design
- Blender (3D Asset creation)
- Board and Card Game Design
- Puzzle Design
- Experience Design

LANGUAGE

English
Chinese

Work Experience

- 7 April - 22 August

HIDDEN SINGAPORE
Experience Design Intern
The Official Jewel Food Trail
 - Designed puzzles and game flow using in-house editor
 - Conducted playtests, gathered feedback, and refined content to improve pacing, clarity, and engagement
 - Created and maintained game assets and documentation, ensuring consistency across different editions
 - Adapted and updated existing games to address environmental changes affecting puzzles
- K!DZ POP CON ASIA 2025

- Contributed to the successful launch of the company's first-ever physical event by providing on-site support.
 - Actively engaged visitors at booths to drive sales, encourage sign-ups, and enhance brand visibility

Volunteer & Leadership Experience

- 2018 - 2021

Choa Chu Kang Secondary School
Member of AVA (Audio, Visual, Aid) Infocomm Club
Took part in a photo-taking competition organised by the Ministry of Education, Our School Our Stories (OSOS) 2020 – 2021.

Member of a Prefectorial Board
360 Degree Leadership Workshop and the Student Leadership Challenge organised by the school in 2021 which helps to further hone my leadership skills.

Achievements & Awards

- Republic Polytechnic

Enrolled in Director's Roll of Honour for AY 2023 Sem 1 and 2, AY 2024 Sem 1
- Choa Chu Kang Secondary School

Participated in the school's Applied Learning Programme (ALP) in Robotics and Automation. Completed Tier 1 - Level 2 ALP Programmed and obtained Young Engineer Silver Award from Singapore Polytechnic in 2019.

Course & Conferences

- Gamescom Asia 2024

Attended on the 19th of October.
Spoke with indie developers and design course managers who were willing to share meaningful game design insights with me.

Reference

Available upon request