

# ISHPREET SEKHON

Game Developer | UX Designer



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## WORK EXPERIENCE

### Game Designer Co-op

May 2022 - Aug 2022

*Unannounced Title* - Metanaut

- Designed all components of the experience including concept, gameplay, level, balance and rewards.
- Created 15+ rapid prototypes to test concepts and iterate on successful prototypes.
- Performed user testing by creating test plan, conducting user tests, and analyzing the results to improve the quality of the experience.
- Collaborated with artists, programmers and audio to improve feature quality.

### Game Development Co-op Programmer

Sep 2020 - April 2022

*Hardspace: Shipbreaker* - Blackbird Interactive Inc

- Wrote code for *Hardspace: Shipbreaker*, which received Overwhelmingly Positive review status on Steam and was nominated for and won various game awards.
- Owned and contributed to released features involving gameplay scripting, data systems, UI, UX, accessibility, QoL, onboarding, localization and more.
- Championed improvement of game interfaces and implementation of new interfaces as the primary UI programmer on the code team.
- Improved code base using cutting edge techniques including Unity's Entity Component System, multi-threaded Jobs, and performance profiling.
- Collaborated with designers, artists, programmers, QA and production to get features developed on time, as designed and stable.

### Visual Interaction Design Co-op

Jan 2020 - Apr 2020

*Compact Mobility Unit* - Nokia

- Designed the *Compact Mobility Unit* product for Nokia with many interested buyers.
- Created personas, value proposition, user flows and slide decks to clearly communicate design concept to the team.
- Sketched, wireframed, prototyped and demoed the product during design phase.
- Iterated and adapted the design to match project requirements, release changes, stakeholder feedback and branding guidelines.
- Collaborated with designers, developers, engineers, business and other stakeholders to create a meaningful product for Nokia and its clients.

## Game Development Support

Sep 2019 - Dec 2019

NHL 20 - Keywords Studios, Electronic Arts

- Tested new Hockey Ultimate Team content for *NHL 20*.
- Performed regression, ad hoc and free testing within an assigned area of the game.
- Documented bugs, issues and feedback with specific focus on UX issues.
- Collaborated with the team to make testing efficient and reach milestones.

## DESIGN COURSE PROJECTS

### Game Designer, Programmer

Sep 2019 - Dec 2019

*Planetary Control* - Experimental Multiplayer Strategy Game

- Concepted and produced *Planetary Control*, a game with a unique combination of strategy and third person action that hasn't been done before.
- Wrote and presented a complete design doc which included details of the concept, pitch, gameplay structure, aesthetics, story, development timeline, engine, prototyping and testing plan, uncertainties, risks, and alternatives.
- Designed and documented specifications for user flows, core loop, smart depth variations, world lore, level design, pacing, reward schedules and feedback model.
- Programmed the game in Unity and C# with advanced features implemented like Networked Multiplayer, AI, UI, Pathfinding, Lighting, Third Person and Isometric Controls, Upgrading, Stat Tracking, QoL and more.
- Conducted playtesting, interviews and feedback synthesis which gave a design direction to future changes and iterations.
- The completed gold code was awarded with a technical achievement by industry judges for the complexity of features involved.

#### TOOLS

- |               |               |                |
|---------------|---------------|----------------|
| ● Unity       | ● JIRA        | ● Adobe XD     |
| ● C#          | ● Sketch      | ● Framer X     |
| ● Unity ECS   | ● Figma       | ● Java         |
| ● Git         | ● Miro        | ● HTML         |
| ● Perforce    | ● Illustrator | ● CSS          |
| ● Plastic SCM | ● Axure RP    | ● User Testing |

#### EDUCATION

**BSc, Interactive Arts and Technology Major**  
Interactive Systems Concentration  
Simon Fraser University  
Vancouver, B.C.  
3.33 / 4.33 GPA  
Class of 2023