

# Richard Yeh

Creative Game Design and Programming for Exciting Interactive Projects

alphastorm@gmail.com

(310) 775-1316

| QUALIFICATIONS  |   |   |
|---|---|---|
| <p>Game designer and scripter/programmer with over 20 years of industry experience. Bringing games from concept to completion for major franchises including the <i>Call of Duty</i> series, the <i>True Crime</i> series, DreamWorks movie games ( <i>Shrek 2</i>, <i>Kung Fu Panda</i>, <i>Transformers: Revenge of the Fallen</i> ), and Disney franchises such as <i>Beauty &amp; The Beast</i> and <i>Winnie the Pooh</i>.</p>   |   |   |
| SKILLS  |   |   |
| <ul style="list-style-type: none"><li>• Focus project direction and objectives from high-concept discussions into clear and concise design documentation.</li><li>• Identify and design effective gameplay, AI behavior, environments, mechanics, missions, and systems from narrative material.</li><li>• Shepherd members across disciplines and streamline processes, and contribute programming and scripting in a technical design capacity to create compelling content under tight deadlines.</li><li>• Foster a collaborative, positive energy and work environment and keep peers motivated during challenging crunch times.</li><li>• Contribute audio and visual designs and assets, music, and UI design when needed.</li></ul>   |   |   |
| Creative Design and Documentation   | Game Programming/Scripting  | Game Systems & Engines  |
| <p><b>3D:</b> Unreal, Radiant, Unity, 3DS Max, SketchUp, Maya<br/><b>2D:</b> Photoshop, Sketchbook, illustrator<br/><b>Video/Motion Graphics:</b> Premiere Pro, After Effects<br/><b>Music:</b> Ableton, Pro Tools, Acid<br/><b>Audio:</b> Sound Forge, Audacity<br/><b>Productivity:</b> MS Word, Excel, Visio, PowerPoint</p>   | <p>Unreal Blueprints<br/>C#<br/>C, C++<br/>JavaScript<br/>Lingo, ActionScript<br/>MAXScript</p> | <p>Unreal Engine<br/>Radiant ( Call of Duty )<br/>Unity 3D<br/>Director/Flash<br/>Various Proprietary Systems</p> |
| PROFESSIONAL EXPERIENCE   |   |   |
| <b>TREYARCH / ACTIVISION:</b> The studio behind the <i>Call of Duty: Black Ops</i> series.  |   | March 2015 – May 2019   |
| <p><b>Game Designer/Scripter, Call of Duty: Black Ops Series:</b> Conceptualization, design documentation, and scripting implementation for the narrative campaign, Blackout, Zombies, and Specialist HQ Missions. Creation of shareable systems of reusable features through proprietary C#-based scripting language. Designed and implemented items for <i>Blackout</i> Battle Royale mode.</p> <p>Contributed to the story campaign's combat scripting for <i>Call of Duty: Infinite Warfare</i> with Infinity Ward between <i>BO3</i> and <i>BO4</i>.</p>   |   |   |
| <b>KUNG FU FACTORY:</b> An independent game studio focused on console and mobile games.   |   | June 2010–January 2014  |
| <p><b>Senior Game Designer, Various Projects:</b> Designed enemy combat AI, meta-game structure, player progression, and monetization for world's first free-to-play console title, <i>Spartacus: Legends</i>. Designed and implemented mechanics for various console and mobile titles. Designed and prototyped gameplay mechanics for various mobile gaming projects.</p>   |   |   |
| <b>LUXOFLUX / ACTIVISION:</b> The studio behind the <i>True Crime</i> series, and AAA movie games.  |   | September 2002-February 2010  |
| <p><b>Senior Technical Designer, Transformers: Revenge of the Fallen.</b> Streamlined mission implementation process by creating scripting standards and shareable, reusable gameplay modules, assuring on-time completion of one-year project. Directed mission scripting efforts of the design team. Designed and scripted showcase game levels and moments, like the Devastator boss battle.</p> <p><b>Senior Game Designer, Kung Fu Panda.</b> Coordinated closely with chief creative officer Joby Otero and lead designer Chris Hewish to codify the level design process. Defined gameplay mechanics and level progression for the game design document. Designed and implemented 6 of the 13 levels in the game, including the Great Gorilla of the Wu Dan Mountains level.</p> <p><b>Lead Mission Designer/Scripter, True Crime: New York City.</b> Designed the criminal AI logic flow and scripted the majority of the improved crime system, allowing the player to engage in police raids on criminal interiors, and chase criminals into and out of buildings. Lead a team of scripters to implement crime content, and designed and scripted many humorous Confidential Informant missions.</p> <p><b>Senior Game Designer, True Crime: Streets of L.A.</b> Designed the Street Crime system to dynamically populate the streets of virtual Los Angeles with a wide variety of engaging emergent gameplay scenarios throughout the city based on real-life news stories, time of day, and city street layout/topography.</p> |   |   |

|  |                               |
|--|-------------------------------|
| <b>CREATIVE CAPERS ENTERTAINMENT:</b> Art, animation and edutainment studio.   | January 2000–August 2002      |
| <p><b>Character Designer, <i>Bionicle: Mask of Light</i></b> feature film. Created pre-production concept art and character designs for the first animated feature film based on the Bionicle franchise from Lego.</p> <p><b>Lead Application Engineer &amp; Level Designer, <i>Adam Blaster: Atomic Enforcer</i>.</b> Lead the level programming efforts of an original 3rd person action IP in C++, built on Render Ware.</p>  |                               |
| <b>MAXIM GROUP:</b> A leading technical consulting firm spanning a wide range of industries.   | November 1998–January 2000    |
| <p><b>Contract Multimedia Programmer:</b> Created children’s titles using Flash and Director for Disney Interactive, Disney Online, and Creative Capers Entertainment with schedules of 12 months or less. Lead and completed the programming of <i>Beauty and the Beast: Magical Ballroom</i> in less than half a year for Creative Capers/Disney Interactive.</p>  |                               |
| <b>SYMANTEC CORPORATION:</b> Leading publisher of cyber security software.   | September 1996–September 1998 |
| <p><b>Graphic Designer, UI Designer, Multimedia Lead:</b> Contributed to defining the corporate visual identity for one of the world’s largest software companies. Lead the implementation of visual themes into world-famous products such as <i>Norton Utilities</i> and <i>Norton Anti-Virus</i>. Attained accolades for designing the company’s first fully graphic interface in the award-winning <i>Norton Utilities 3.0</i> and creating 3D educational videos about computer viruses. Designed, modeled and animated the 3D characters, objects, and tutorial videos for <i>PC Handyman</i>.</p>   |                               |
| <b>3NAME3D:</b> Los Angeles-based 3D models, animations, and digital 3D scanning studio.   | January 1996–August 1996      |
| <p><b>3D Modeler, Digitizer, Animator:</b> Created models and animated scenes for various video game, film, TV, and game projects using Alias/Wavefront on the Silicon Graphics machines, and 3D Studio for DOS/Windows. Digitized full-scale vehicles and sculptures for broadcast-quality models using the Faro 3D digitizing arm.</p>   |                               |
| <b>PUBLISHED WORK</b>  |                               |
| <p><i>Call of Duty: Black Ops 4</i>, Treyarch/Activision<br/> <i>Call of Duty: Infinite Warfare</i>, Infinity Ward/Activision<br/> <i>Call of Duty: Black Ops 3</i>, Treyarch/Activision<br/> <i>Transformers: Revenge of the Fallen</i>, Luxoflux/DreamWorks/Activision<br/> <i>Kung Fu Panda</i>, Luxoflux/DreamWorks/Activision<br/> <i>Shrek 2</i>, Luxoflux/DreamWorks/Activision<br/> <i>True Crime: New York City</i>, Luxoflux/Activision<br/> <i>True Crime: Streets of L.A.</i>, Luxoflux/Activision<br/> <i>Club Blast</i>, Disney Online<br/> <i>Beauty and The Beast Magical Ballroom</i>, Creative Capers/Disney Interactive<br/> <i>Bionicle: Mask of Light Movie</i>, Creative Capers/Lego/Miramax<br/> <i>Winnie the Pooh Kindergarten</i>, Creative Capers/Disney Interactive<br/> <i>Winnie the Pooh Activity Center</i>, Creative Capers/Disney Interactive<br/> <i>Spartacus: Legends</i>, Kung Fu Factory/Ubisoft<br/> <i>Slot Quest</i>, Kung Fu Factory/Konami<br/> <i>Bellator</i>, Kung Fu Factory/SpikeTV<br/> <i>GirlFight</i>, Kung Fu Factory<br/> <i>Supremacy MMA</i>, Kung Fu Factory/505 Studios<br/> <i>Acura CL Commercial</i>, 3Name3D/Acura<br/> <i>Johnny Quest</i>, 3Name3D/Cartoon Network<br/> <i>Norton Antivirus</i>, Symantec<br/> <i>Norton Utilities</i>, Symantec<br/> <i>PC Handyman</i>, Symantec<br/> <i>McDonald’s “Talking Animals” commercial</i>, 3Name3D/Rhythm &amp; Hues</p> |                               |
| <b>EDUCATION, RELATED EXPERIENCE, AND MERITS</b>   |                               |
| <p>UCLA Bachelor of Science in Computer Science and Engineering<br/> UCLA Program in Computing Head Lab Assistant<br/> UCLA Extension 3DS Max Training<br/> Symantec A++ Awards<br/> Symantec “Knocked Our Socks Off” Awards<br/> Debra Lamb Scholarship</p>   |                               |