

KELVIN TU

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Indie game dev with experience in short-term projects like game jams and incubators, as well as long-term personal projects. Looking for a work environment that values autonomy, authenticity, and a genuine intention to change the world for the better.

PROJECTS

ÜBERKRIEG · KEY DEVELOPER · INDEPENDENT PROJECT

2016 - PRESENT

A turn-based strategy game featuring a unique radio communication system.
Made in GameMaker Studio. Steam build available on request

- Recruited and led a 6+ person team toward a shared vision with weekly meetings and GDDs.
- Designed and built core features including battle systems, map editor, & networked multi-player modes.
- Improved game's UI/UX, balance, and playability through play-tests, analysis, and community engagement.

THE FALL OF TURTLE REEF · FOUNDER / GAME DESIGNER · RISE AND BRINE GAMES

2024

A third-person shooter, tower defense, rogue-style game set on the back of a giant sea turtle.
Made in Unreal. Demo available on request.

- Collaborated in a team of 6 to deliver a polished prototype through milestone-driven sprints within a month.
- Applied context-driven design processes against constraints to define core systems, scope, and design goals.
- Designed core system so it would be easy to implement, balance, and scale up.
- Prioritized and adjusted systems and features to best express the game's core concept, resulting in a strong final showcase and the Best Overall Game award.

CAN WE KEEP IT? · GAME & LEVEL DESIGNER / SPRITE ANIMATOR · GLOBAL GAME JAM

2024

A puzzle-platforming game featuring Tetris shaped animals.
Made in Godot. [Demo: bigteamvg.itch.io/can-we-keep-it](https://bigteamvg.itch.io/can-we-keep-it)

- Created animal and character sprites which were used to define the scale and format of the game.
- Adjusted and re-scripted player controls and physics to improve game feel.
- Adapted attributes and created levels within the final 2 hours of the jam to prove concept.

VOLUNTEERING

MENTOR · QUIVER · GAME DEV INCUBATOR PROGRAM

2025

- Provided design support and guidance in a month-long incubator program.

GUEST JUDGE · CODE NINJA · SENESI GAME JAM

2025

- Evaluated game submissions and provided constructive, actionable feedback.

EDUCATION

SIMON FRASER UNIVERSITY · BSC · COMMUNICATIONS, ARTS, & TECHNOLOGY

2011

- Founded the Illustrators and Model Builders Group
- Member of the Game Developers and Anime clubs.

SKILLS

• Game Design	• GameMaker Studio & GML	• Sketching & Drawing
• Level Design	• Google Docs/Sheets	• Graphic Design
• UI/UX Design	• Clip Studio Paint	• 2D Animation & Pixel Art
• Prototyping	• Paint Tool Sai	• Fluent MandarinChinese
• Playtesting	• Adobe Illustrator	• Intermediate Japanese