

CURRICULUM VITAE



Name: Joshua Wong Wei-Ern
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GAME DEVELOPMENT EXPERIENCE

Junior Producer, Singapore-MIT GAMBIT Game Lab, Media Development Authority, January-September 2008

- Led a team of 4 people to continue development of a game prototype, *Wiip*, up to a commercial pitch level.
- Led a team of 7 people to develop an XNA game, *CarneyVale: Showtime* for competition and launch on Microsoft's Xbox LIVE Indie Games. *CarneyVale: Showtime* won the Microsoft's Dream-Build-Play 2008 competition, was a Grand Prize Finalist at the Independent Games Festival 2008, and is currently one of the highest-rated games on the Xbox LIVE Indie Games channel.

Vice-President, NUS Games Development Group, 2007-2008

- Serving as executive producer to direct all game development projects held under the NUS GDG student group.
- Holding training workshops for junior developers on project management and game design.
- Helped organize CONTRAST 2006, Singapore's first 24-hour game design competition, and helped organize CONTRAST 2007 too.
- Led 7-student team to develop a Flash game, *Rollo*, released online.

Producer/Scrummaster, Singapore-MIT GAMBIT Game Lab, May-August 2007

- Led a team of 7 students and research interns at MIT to develop a game demo to alpha stage for academic and commercial purposes.

School game development projects:

- **Game Designer: Squad 101, January-April 2007.** Worked with group of 4 other students to develop a multiplayer real-time tactics game to prototype demo stage, for school project.
- **Game Designer: Spooks Patrol, June-December 2006.** Worked with a group of 4 other students to develop a casual game for PC to playable first demo stage.
- **Game Designer: The Hearts Game, August-December 2006.** Worked with a group of 4 other students to develop a card game for 8 people

Head of Storylines & Quests Department, Eternal Lands MMORPG, May 2004 – September 2005

- Led a team of anywhere between 3-10 volunteer writers to develop backstory and quests for indie MMORPG Eternal Lands.
- Wrote or edited all major stories involved in the game at that time.
- Organised a storywriting competition which had over 15 submissions.

Game Designer: Elementary, 2004

- Designed a turn-based strategy board game.

**NEW MEDIA &
PUBLICATIONS
EXPERIENCE**

Writer & Creator, Wedding Vows, 2006-2009.

- Wrote, programmed and produced a short interactive story, Wedding Vows, released free over the Internet.
(<http://lemmasoft.renai.us/forums/viewtopic.php?f=11&t=54670>)

Webmaster: Varsity Christian Fellowship, 2005-2008

- Managed the NUS Varsity Christian Fellowship website (<http://vcfnus.org>) for 3 years

Writer & Creator, Lakeside Sunset, October 2006

- Produced a short interactive story, Lakeside Sunset, as an experiment in interactive storytelling.
(<http://www.renpy.org/wiki/renpy/Ren'Py%20Games%201#Lakeside%20Sunset>)

Public Relations Intern, The Right Spin Pte. Ltd., June-July 2006

- Wrote profiles and news release articles for the public relations firm The Right Spin during the summer.

Web Designer: Student Opportunities, NUS University Scholars Program, April – June 2006

- Was commissioned to redesign the website for the Student Opportunities team as a summer project.
(http://www.usp.nus.edu.sg/studn_oppt/index.html)

Fanfiction Writer, 2005-2007

- Wrote multiple short stories published online about various anime & manga series. (<http://www.fanfiction.net/~dizzcity>)
- My debut story, Five Pins, has become so popular that it has received requests for translation into other languages (Chinese and Spanish).

Web Designer: Hope of Glory Center, 2005

- Designed the website for the church HGC as my first new media project.
(<http://www.hopeofglory.com.my/>)

Sub-Editor, A-Levels Yearbook Committee, Taylor's College Malaysia, 2000-2001

- Responsible for printing and distribution of the yearbook to over 300 students

Writer, Voice of Hope Newsletter, Hope of Glory Center, 1997-2003

- Contributed mostly inspirational short stories and a youth column for the church newsletter, for six years.

**OTHER WORK /
LEADERSHIP
EXPERIENCE**

Cashier & Clerk, HomePower DIY Sdn. Bhd, January – April 2002

- Worked for 2 months as a cashier in a DIY chainstore, and a further two months as a general clerk.

Secretary, Taylor's College Christian Fellowship, Taylor's College Malaysia, 2000-2001

- Organized various activities to increase member participation.

Secretary, Prefect Board, Garden International School, 1999-2000

- Won Most Distinguished Prefect Award, created specifically to recognize my contributions
- Co-developed a new system for monitoring and safeguarding the school corridors.
- Rewrote the Prefect's Handbook.
- Helped organize and solicit over 100 prizes for the raffles draw in our charity event. Raised over RM\$50,000 for charity.
- Took part in many leadership and training courses

Treasurer & Founding Member, Young Entrepreneurs Club, Garden International School, 1998-1999

- Set up various short-term retail enterprises and made annual net profit of exactly 100% after first year of business.

President, Chess Club, Garden International School, 1999-2000

- Took part in inter-school chess competitions

EDUCATION

Bachelor of Social Sciences (Hons., 2nd Lower), NUS, (2003 – 2007)
Major: Communications and New Media

Cambridge GCE 'A' Levels, Taylor's College Malaysia, 2001

- Obtained 3 A's in Physics, Mathematics and Economics

SAT General and Subject Tests, 2001

- Obtained 1530 out of 1600 (98th Percentile) in SAT general test
- Obtained 790 out of 800 for Physics Subject Test, 780 out of 800 for Maths and 720 out of 800 for Writing.

Cambridge IGCSE 'O'-Levels, Garden International School, 2000

- Scored 7 A's or A*'s and 2 B's in various subjects