

# Wayland Fong

## Technical Game Designer



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### Technical Skills

**Programming/Scripting:** C++, C#, Lua, TorqueScript, Kismet, proprietary languages  
**Level Editing:** Radiant, Unity, Unreal, Hammer, Torque 2D, proprietary editors  
**Supplementary Skills:** Adobe Photoshop, Autodesk Maya

### Professional Experience

**Treyarch** Santa Monica, CA  
**Associate Designer (Contract)** AUG 2017-Present

- Gameplay Scripting, Level Scripting & Editing on CALL OF DUTY: BLACK OPS 4

**Heavy Iron Studios** Los Angeles, CA  
**Associate Designer (Contract)** MAR-OCT 2013, APR-NOV 2014, FEB-OCT 2015

- Level Scripting & Editing on DISNEY INFINITY (Wii)
- Level Scripting & Editing, UI Design on DISNEY INFINITY 2.0 & 3.0 (Mobile)
- Level Design & Editing on FAT CITY

**id Software** Mesquite/Richardson, TX  
**Associate Designer (Employee)** FEB 2011-JAN 2012

- Level Scripting & Editing on DOOM 4 - an early, unreleased version of DOOM (2016)

**THQ** Agoura Hills, CA  
**Product Development Intern** MAY 2008-MAY 2009

- Assisting Design & Production on UFC UNDISPUTED 2009

### Independent Projects

- Gameplay Design, Level Design & Editing on INERTIA, a 2D Platform game
- Gameplay Design & Programming on SONAR, a 2D Stealth game
- Level Design, Building & Scripting on level mods in HALF-LIFE 2, GEARS OF WAR, UNREAL TOURNAMENT III, and more

### Education

**The Guildhall at Southern Methodist University** Plano, TX  
**Certificate in Digital Game Development (Level Design)** Graduated DEC 2010

- Curriculum in Level Design and Game Development
- Multiple Team Game Projects

**University of Southern California** Los Angeles, CA  
**B.A. in Interactive Entertainment, Minor in Computer Science** Graduated MAY 2008

- Curriculum in Interactive Media, Computer Science, Cinema, Animation, and more

### Achievements

- \$100,000 Grand Prize Winner for non-professionals in 2011 Indie Game Challenge