Eunice Lim

Hi, my name's Eunice and I'm a technical game designer with a special passion in systems and spreadsheets!

Eligible to work in USA
Singapore
eunice.xz@gmail.com
in euniceXZ

EXPERIENCE

Santa Monica Studio — *Associate System Designer (**The next God of War**)*

JUL 2020 - DEC 2020, Los Angeles, USA

- Utilize visual and text-based scripting, Maya and various in-house tools to build features ranging from straightforward text entry to highly complex scripted scenarios, with a focus on progression and economy systems.
- Implement quests - integrate triggers, conditional banter, map markers, UI timing, rewards hookups and animation callbacks.
- Design and implement loot container placements, collaborating with Level Designers and other System Designers to design engaging and varying reward schedules which successfully keep players emotionally invested.
- Brainstorm economy design and analyze metadata, continually improving iterations of reward mechanics with game-wide ramifications.
- Create a tool using VBA to auto-extract game data, and empower designers.

Santa Monica Studio — *System Design Intern (**The next God of War**)*

JUN 2019 - AUG 2019, Los Angeles, USA

- Pioneer the adoption of a brand new proprietary visual scripting tool in the studio by converting LUA scripts, learning the new tool in 1 month, thereafter making the first batch of documentation for knowledge transfer to the studio.
- Implemented and maintained 10+ loot, quest and traversal gameplay modules used by Level Designers throughout the game.

Capstone Project — *Team Lead (**Dreamwalker: Tilt Worlds**)*

JULY 2018 - MARCH 2019, Santa Clara, USA

- Guided the overall creative direction of a team of 5 to publish a mobile game.
- Co-designed and scripted gameplay levels and tilt-to-move controls in C#.

SEA (Garena) — *Product Manager (**Mstar Online, Path of Exile**)*

AUGUST 2014 - MARCH 2016, Singapore

- Design over 400+ live missions and analyzed metadata of 3000+ items in excel, reducing 30-day churn rate from 50% to 30% and increasing ARPU by 60%.
- Revitalise in-game currency by redesigning the loyalty system's currency sinks and rewards, improving PCU of high level players.
- Develop a 1-year product roadmap for the 3rd highest grossing Garena PC game in Singapore and Malaysia, S$1.2M (US$0.87M) in annual revenue.

SKILLS

C#, Visual Scripting, Java, LUA, M4V, VBA, C++, sql

Unity3D, Maya, Processing, Godot, Love2D, Ren'Py

REFERENCES

Anthony DiMento
Lead, Santa Monica Studio
Anthony.dimento@sony.com

Katie Tigue
Producer, Santa Monica Studio
Katie.Tigue@sony.com

LANGUAGES

English (native), Chinese

EDUCATION

University of California Santa Cruz, 2019 - 2020
MS in Games and Playable Media

National University of Singapore, 2010 - 2014
BA in Business, Accountancy

INTERESTS

Traveling (38 countries)
Scuba diving (Advanced)
Dancing (Performance)