

CALEB KIAN LOY

CONTACT

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PROFILE

Caleb is a game designer and artist passionate about using games to create memorable and engaging experiences to reach new audiences. With a background in literature, theatre and film, he fell in love with games for their unexplored potential as a medium. His interests drove him to found a Board & Tabletop Games Club at his school to share his love of analog games, using them as a means of building a community and giving back to the community at the same time. He is currently pursuing a degree in game design and seeks to make use of his skills for design, art and writing to create engaging games that tell stories and bring people together.

SKILLS

Game Design | Digital, Analog
Programming | C#
Art | 2D, 3D, Voxel



UNITY
(2D & 3D)



MAGICA
VOXEL



BLENDER



AUDACITY



NOTION



FIGMA



PHOTOSHOP



INDESIGN



ILLUSTRATOR

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY
BA IN USER EXPERIENCE AND GAME DESIGN

2021 - Present

REPUBLIC POLYTECHNIC
DIPLOMA IN GAME DESIGN

2018-2021

Board & Tabletop Games Interest Group
President and Founder
GPA: 4.0

AWARDS & HONORS

DIGIPEN INSTITUTE OF TECHNOLOGY

2021

Lee Kuan Yew Scholarship to Encourage Upgrading
SIT Scholarship

REPUBLIC POLYTECHNIC

2020

IMDA Singapore Gold Medal Award
RP Service Learning Award
RP Scholarship
Director's Roll of Honour, Semesters 1 & 2
Module Prize in Game Production and Management

RP Scholarship

2019

Diploma Prize
Director's Roll of Honour, Semesters 1 & 2

Lee Foundation Scholarship

2018

Diploma Prize
Director's Roll of Honour, Semesters 1 & 2

EXPERIENCE

LOGISTICS ADMIN ASSISTANT

2017

GO TRANSPORT

- Designed and implemented new invoice forms to improve efficiency
- Organized and maintained database of over 250 clients and regular delivery orders
- Attended to customers promptly and professionally, minimizing lead-time

PROMOTER & SALES ASSISTANT

2014 - 2017

TAKASHIMAYA DEPARTMENT STORE

- Served customers with extensive product knowledge in recommending and demonstrating sale products
- Managed and organized orders while ensuring a healthy inventory level

GAMES MASTER

2013 - 2014

SETTLER'S CAFE

- Learned and memorized the rules and play procedures for over 70 different board and tabletop games
- Engaged customers proactively to recommend them games and teach them to play
- Successfully built relationships and had repeat customers who returned to seek my service
- Planned and held client events such as corporate bonding exercises, running and teaching games as required
- Trained other staff to teach games to customers including any new games added to the inventory

LANGUAGES

English | Proficient

Mandarin | Conversational

INTERESTS & HOBBIES



Writing & Worldbuilding, with a special interest in procedural worldbuilding systems and tools



Film & Media Analysis, particularly in regards to games and interactive media



Video Games, with an affinity for strategy, tactics, puzzle and logic genres



Board Games, especially euro and social deduction games



Tabletop RPGs, tending towards games with a storytelling focus



Digital Art, experimenting with digital painting and voxel art

PROJECTS & VOLUNTEERING

GLOBAL GAME JAM

2020

FACEBOOK SINGAPORE

- Assisted the Facebook Gaming team in running and facilitating an international game jam event
- Ushered participants around the premises, assisting with check-in registration and door gift distribution
- Created art for *Navi's Factory* casual arcade game, built in Godot over 48 hours in cooperation with the Facebook Gaming team

STA OPEN HOUSE 2020

REPUBLIC POLYTECHNIC

- Designed, developed and created art for AR companion app *STA Xperience*, used throughout the event to engage with the public
- Volunteered at Diploma of Game Design booth, running live demos of voxel art and level greyboxing and speaking to prospective students and parents

GAME MAKER'S TOOLKIT GAME JAM

2019

GAME MAKER'S TOOLKIT

- Created the digital card game *One Earth* over 48 hours as a part of a two-man team, contributing game design, art and programming

SCALE VI

TEMASEK FOUNDATION INTERNATIONAL

- Cooperated with international students from Chulalongkorn University as part of an inter-diploma team, working to design and facilitate a Little India heritage trail for primary school students
- Designed, developed, and created art for trail companion AR app *Hidden Gems of Little India*, providing participants with an engaging and interactive way to learn about Little India

I AM TALENTED

CENTRAL COMMUNITY DEVELOPMENT COUNCIL

- Facilitated workshops for secondary school students about game design as a future path of study
- Taught attendees to create a simple platformer game using Construct 2 over two workshop sessions

GLOBAL GAME JAM

REPUBLIC POLYTECHNIC

- Designed and developed puzzle-platformer game *Home is What We Build Together*, built in Unity over 48 hours

STA OPEN HOUSE 2019

REPUBLIC POLYTECHNIC

- Volunteered at Diploma of Game Design booth, speaking to prospective students and their parents about the diploma and game design in general