Clement Tran

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EXPERIENCE

Thekla, Inc. — Game Tester

Aug 2019 – July 2021

- Sole tester for bugs, quality, and performance on all major platforms.
- Tested over 200 puzzle levels on Sokoban, providing design feedback and solution exploits.

SEGA Networks — Associate Game Designer

April 2017 – December 2018

- Visualized game designs in Illustrator to overcome the challenges of timezones and language when working with Chinese developers.
- Shaped level design direction by identifying high level best practices via discussions, reviews, and internal/external playtests.
- Increased visibility, efficiency, and collaboration among team members by proactively assuming project management responsibilities.
- Implemented Agile Scrum into the team workflow, raising the completion of critical features to 100% for all project milestones.
- Planned and supervised the weekly goals of a remote QA team in the Philippines, resulting in daily product stability.

SEGA Networks — Product Analyst

June 2015 - April 2017

- Produced competitive analysis reports on top grossing F2P games to help strategize the company roadmap and its existing products.
- Collaborated with SEGA's global game teams to generate informative research that was used to guide concept designs and live-op decisions.
- Established relationships with external game studios to organize and evaluate new publishing and business opportunities.

Kiwi, Inc — Junior Game Designer (Combat)

November 2012 - February 2015

- Conceptualized and executed on two mobile F2P titles as the feature, content, and combat designer.
- Designed and communicated specs for the engineering team in India.
- Conducted playtests to rapid prototype and iterate game mechanics.

EDUCATION

University of California, Santa Cruz — B.S.

2008 - 2012

- Major - Computer Science: Computer Game Design
- Microventures (Mobile) - Combat Designer and Programmer

DESIGN EXPERIENCE

Systems Design
Combat Design
Gameplay Mechanics
Economy Design
F2P Monetization
Games Classification

DESIGN TOOLS

Adobe Creative Cloud
Google Drive
MS Office

GAME ENGINES

UE5
Unity
Game Maker

PROGRAMMING

Java / C++ / C#

RELEVANT SOFTWARE

Asana / Trello
FogBugz / Sifter / Jira
Tortoise SVN / Git
Jenkins

FRAMEWORKS

Agile Scrum