

Tang Wei Ze Alex | Game Designer

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Work Experience

Game Designer | Firerock Capital

Jan 2023 – Sep 2025

Released Mobile Game: Mythical Odyssey (iOS/Android, 2025)

- Game System Designer in Singapore
 - Worked closely with cross-functional teams in Singapore and China to align gameplay, refine and enhance game features in production.
 - Contributed and championed the designs and refinement of multiple gameplay features such as newcomer guide, multiplayer features and also secondary progression features.
 - Outlined post-launch live operations plans with leads to support and improve player retention and engagement.

Game Designer | Dynamite Games

Sep 2019 – Nov 2022

- Game Design production in-charge in Singapore
 - Designed and developed over 30+ iGaming game products across mobile and PC platforms using Cocos Creator and Unity, expanding the studio's product portfolio and strengthening market presence.
 - Mentored 2 junior designers on game production workflows and product identity, accelerated their ability to independently own projects and improve team-wide design consistency.
 - Coordinated with cross-functional teams and overseas' clients from pre-production to post-launch; ensured seamless game development and client satisfaction.
 - Developed comprehensive design documents specifications
 - Conceptualized design mainly for vertical screen platform
 - Detailed game rules and features descriptions
 - Game flow design planning (Game flowcharts, UI screen wireframes)
 - Designed statistical validated math models for game products.

Level Design Assistant | Ubisoft Singapore, Skull & Bones

Jan 2019 – July 2019

- In charge of developing a new and official game region's research & world design documentation
- Worked on the concept, design, paper prototyping and 3D layout of a game region
- Worked on the data integration for a game region prototype

Educational Experience

Bachelor of Arts in Game Design | DigiPen Institute of Technology, Singapore

April 2015 – December 2018

Diploma in Digital Media Design (Games) | Nanyang Polytechnic

April 2010 – March 2013

Skillsets

GAME DESIGN	TOOLS	LANGUAGE
- Experienced in designing 2D & 3D mechanics, systems and levels. - Skilled at detailing game design documents and mockups from scratch. - Proficient in mobile game progression data entry using Excel/Google Sheets — formulas, graphs, pivot tables. - Solid understanding of UI/UX design, storyboarding, animation theory, and cinematography. - Experienced across multiple game production pipelines. - Always keeping up with current trends in mobile and PC games.	- Working understanding of Claude Code to build tools and workflow solutions - Professional working experience with Figma, Canva over design mockups and flowcharts - Professional working experience with Cocos Creator, Unity, and Ubisoft's in-house engine. - Professional working experience with data integration in Ubisoft's in-house engine. - C# experience in Unity - Working understanding of HTML/JavaScript/SQL.	- English (Written & Spoken) - Mandarin Chinese (Written & Spoken)