

CECIL BOEY



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ITCH.IO



LINKEDIN

ACADEMIC —
PARSONS SCHOOL OF DESIGN
NYC (01.2019 - 05.2022)

BFA HONORS |
DESIGN & TECHNOLOGY with
concentration in **GAME DESIGN**

SKILLS

INDUSTRY TOOLS

UNITY3D
UNREAL ENGINE 5

MAYA
ZBRUSH
SUBSTANCE PAINTER - DESIGNER
HOUDINI
ADOBE SUITE
DAVINCI RESOLVE

MACHINATIONS
OCULUS VR

SPECIALIZATIONS

LEVEL DESIGN
TECHNICAL DESIGN
PROTOTYPING
3D ARTS

VER. CONTROL & TEAMWORKING

GITHUB | NOTION | SLACK

LANGUAGES

C# | LUA | HLSL | P5.JS
CHINESE MANDARIN NATIVE
ENGLISH BUSINESS FLUENT

BONUS

CINEMATOGRAPHY | LIGHTING |
DRONE PHOTOGRAPHY |

EXPERIENCES

POWER NAP STUDIO | TECHNICAL ART GENERALIST

02/2023 - PRESENT - NEW YORK CITY

- Developed **Other Spring**, a 15 minutes theory-fiction simulation film. 1 of the 5 finalists at Hyundai Motor's 5th **VH Award**.
- Crafted, dressed, and fine-tuned 4 photorealistic scenes in Unreal Engine 5.
- Developed procedural items, custom shaders, and VFX simulations for props, environments, and animated textures with proprietary tools, Houdini and Substance Designer. Ensured performance with real-time operations.
- Created over 50 camera compositions with shot-specific scene adjustments, and provided organized render passes for post-production.

OFFSEASON STUDIO | GAME DESIGNER

11/2022 - PRESENT - NEW YORK CITY

- Developed **Bliss**, a WindowsXP-themed open-world adventure game.
- Developed **Tales of Bagua**, a 4D top-down puzzle game with time travel.
- Technical design on item interactions, VFX, and level events with modular C# codes for scalable workflow.
- Level designed 6 open-world sectors and 5 interdependent levels with dedicated POIs, puzzle systems and story flow.
- Created over 30 sets of standalone and modular game assets.

SPECULOR ENTERTAINMENT | GAME DESIGNER

05/2021 - 06/2022 - NEW YORK CITY | SHANGHAI

- Developed a Sci-Fi VR 2-4 player escape-room game. Running on Oculus Quest 2 using Unity3D.
- Developed local multiplayer setups and events flow.
- Prototyped 4 unique Character hand interactions and 5 AI Monster abilities.
- Level designed 16 interactable spaces over a 60 minutes story flow, spontaneous puzzles, and combat encounters on modular 10x10m physical sets.
- Arranged daily progress checks and weekly meetings between art and technical teams of 8 people for strict deadlines in a start-up environment.

NETEASE GAMES | TECHNICAL ARTIST INTERN

06/2021 - 08/2021 - SHANGHAI

- Developed content & features for a live title - **LifeAfter**, a post-apocalypse themed MMORPG.
- Fluent operations with proprietary engine NeoX to implement over 3 original environmental shader, VFX, and 2 shading models.
- Used Houdini to create procedural assets for mass landscape operations.

PROJECTS

THE EXCHANGE | LEAD GAME DESIGNER | 2 PEOPLE

- A VR visual narrative with hand-tracking and camera passthrough. **Exhibited** at the **ECHOES** 2022 NYC Game Design show with over 200 attendees.
- Game/VR Technical Designer with Unity3D and Oculus SDK in developing 6 virtual/augmented environments and interactive cinematics.
- Optimizations for Oculus Quest 2 with 3D assets, shader, and C# codes.

ECHO | LEVEL DESIGNER & 3D ARTIST | 10 PEOPLE TENCENT GAME JAM

- Tencent Game Jam project developed over a period of 5 month. A third person mobile puzzle game on the theme of alienation.
- Lead a team of 5 to design 8 themed levels and articulated with props and environmental set dressing.
- Co-designed and refined puzzle systems with play mechanisms.

Games | 3D Arts | AND MORE!