

Lap Herng Wong (Bryan)

System & mechanic designer

wonglapherng@gmail.com

Brisbane CBD, Australia

Career Objective

I am an enthusiastic and creative third year game design student with experience in gameplay and system design, prototyping, user experience, and collaborative development. I am skilled in bringing game ideas to life through iterative design, documentation, and hands-on production.

Profile Link

LinkedIn Profile: <https://www.linkedin.com/in/lapherngwong/>

Portfolio Link: <https://lhwongbryan.carrd.co>

Education & Academic Awards

Queensland University of Technology (QUT) (Brisbane City, Australia.)

Bachelor of Games & Interactive Environments (Game Design)

GPA 6.11/7.0.

Academic Awards: Received *QUT Executive Deans' Academic Excellence Prize* – Semester 1, 2026

Expected Graduation Date: August 2027

Taylor's University (Selangor, Malaysia).

Bachelor of Information Technology (Honor)

Completed first year of degree – CGPA 3.63/4.0.

Academic Awards: Received *Deans' List Letter* for achieving CGPA of 3.5 or higher.

Taylor's College (Selangor, Malaysia).

Foundation in Computing

Completed foundation program – CGPA 3.50/4.0.

Academic Awards: Received *Deans' List Letter* for achieving CGPA of 3.5 or higher.

Industry Skills

- Gameplay system design
- Playtesting
- Project management
- Problem-solving
- Core game mechanics & balancing
- Narrative & quest design
- Creative & narrative thinking
- Team collaboration

Technical Skill

- Unity
- GitHub
- Itch.io
- Canva/CapCut

Professional Experience

The Endeavour (Team Member – Hackathon Project)

Innovation Central Brisbane (Brisbane City, Australia).

March 2025 – July 2025

Highlights:

- Served as the lead game designer for the project focused on developing a sports-based, interactive game aimed to resolve loneliness among community.

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- Developed a basic game prototype featuring interactive mechanics between unfamiliar players, including team-based levels that required collaboration to win and a system that unlocks basic player information after completing levels together.
- Successfully received interest and recognition from ICB and earned appreciation and praise from industry experts.

Creative Director (Committee Member)

QUT Malaysian Student Association (Brisbane City, Australia).

May 2025 - Present

Highlights:

- Responsible to generate ideas and create posters for club's upcoming event advertising.
- Designed promotional posters for the club's Instagram to effectively publicize the event and encourage participation from members and the wider student community.
- Successfully achieved strong participation in the event.

Design & Marketing Department (Committee Member)

Taylor's University 24 Festive Drum Club (Selangor, Malaysia).

Oct 2023 – Nov 2024

Highlights:

- Responsible to generate ideas & marketing strategies (e.g. event ideas, poster creation) to effectively promote the club.
- Collaborated with other committee members to coordinate multiple events and designed promotional posters to increase student engagement and attendance.
- Successfully contributed to the organization and promotion of a concert - *The Symphony of Battle*, which successfully completed and executed.

Languages

English, Chinese, Cantonese, Malay.

References

Available upon request.
