

ZACHARY LOW, GAME DESIGNER

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PROFILE Game Designer with 3+ years of experience crafting engaging gameplay systems, intuitive UI/UX, and player-centric features across multiple shipped and in-development titles. My work combines creative design with analytical thinking, supported by academic research in Human-Computer Interaction and behavioural design. My ongoing thesis investigates how gamification strategies in B2C products shape user motivation and long-term engagement—research that directly informs my approach to building compelling, feedback-driven game systems.

WORK EXPERIENCE

Game Design Intern, A*STAR May 2025 - Aug 2025

- Designed and iterated core systems for a research-driven prototype, translating findings into clear mechanics, tuning goals, and implementation-ready specs.
- Partnered with the development team to implement UI improvements and polish.
- Conducted pre-release testing and documented technical changes to streamline future development workflows.

Game Design Intern, Qloud Games May 2024 - Sep 2024

- Worked on the project Loftia, a cozy solarpunk MMO-style life sim blending farming, crafting, community systems and more, backed by over 16,000 Kickstarter supporters pledging \$1,270,000+.
- Designed and prototyped modular building-block systems and gameplay mechanics using Unreal Engine 5.

Game Design Intern, Decentralised Gaming Ventures Aug 2023 - Dec 2023

- Devised a dynamic and sustainable economy framework for the evolving Web3 gaming ecosystem in the DGPals game environment of up to 50,000 players.
- Contributed to the development of renowned titles, including "DGPals Plaza" and "DGPals Legends".
- Elevated the UI/UX flows to deliver a seamless and attractive gaming experience, prioritizing user-friendliness and simplicity.

Game Design Intern, Gamelogic May 2022 - Aug 2022

- Pioneered the design and implementation of innovative gameplay features for Fishing with Friends (Unity), a mobile title with 1,000,000+ downloads, enhancing player engagement and overall game experience.
- Assumed a lead role in ensuring the seamless execution of daily operations, orchestrating tasks to enhance efficiency and overall productivity under the guidance of the lead designer.

Game Design Intern, Codomo Pte Ltd Dec 2020 - Aug 2021

- Spearheaded the game design of critical components in the Kickstarter game "Potato Pirates 3, Battlechips", imparting a distinct creative vision to the project.
- Oversaw the Kickstarter launch of "Potato Pirates 3: Battlechips", managing cross-functional project operations and driving a campaign that surpassed its funding goal by over 800%, securing strong community backing and international reach.

EDUCATION

B.E. (Computer Science & Design), Singapore University of Technology and Design Sep 2021 - June 2026

Study Focus: Human-Computer Interaction, Artificial Intelligence, Game Design, Front-End Design
Thesis Focus: Examines Use of Gamification in Influencing User Motivation and Sustained Engagement

M.S. (Technological Entrepreneurship), University of California, Berkeley Jan 2024 - Aug 2024

Study Focus: Product Strategy, AI-Driven Design Innovation, Financial Accounting & Planning
Part of Joint Master's Program with UC Berkeley and Singapore University of Technology & Design

M.S. (Technological Entrepreneurship), Zhejiang University Sep 2024 - Jan 2025

Study Focus: Business Management, Social Media Marketing, Game Theory
Part of Joint Master's Program with Zhejiang University and Singapore University of Technology & Design

SKILLS Design: Figma | Adobe | Prototyping | Wireframing | User Flows & Processes
Tech Development: Unity | Unreal Engine | Python | Java | C++
Soft Skills: Communication | Adaptability | Problem-Solving | Teamwork

ADDITIONAL INFORMATION

- Passionate gamer with extensive experience across diverse genres, leveraging past gameplay insights to tackle challenges with adaptability and creative problem-solving.
- Avid freestyle dancer who draws inspiration from artistic movement, applying concepts from dance to spark creativity and fresh perspectives in everyday life.
- PADI-certified Open Water Diver with plans to advance diving expertise and explore deeper levels of underwater adventure.
- Fluent in English, Mandarin and Teochew, with conversational proficiency in Bahasa Indonesia