Iris Lim

helloirislim@gmail.com

Summary

Iris had 7 years of professional experience in developing best-selling casual games with 9 titles shipped on PC, Mac, Wii and iOS credited in design, writing and producing. As a professional game designer she has done work in rapid prototyping, story writing, narrative design, level design & scripting. She works well in a virtual environment & have led teams remotely.

Iris is currently working part-time with an unannounced web start-up as an unpaid core team member contributing in front-end development, UX design, and project management. She is also an active volunteer for local communities providing support in but not limited to running fundraising events, developing websites, creating game art & animation.

Experience

Independent Game Developer

April 2015 – April 2017 (2 years)
- Create games with a focus on collaborative gameplay in a team of 2.
- Responsible for game scripting (Gamemaker Studio, Unity), creating pixel art & animation (Aseprite), UI design & illustration (Inkscape, GIMP).
- Participated in the following game jams: Global Game Jam 2016, 2017 & Ludum Dare #34, #37.

Senior Game Designer/Producer at Boomzap Entertainment

October 2009 - November 2014 (5 years 2 months)
- Prepare game design document and create rapid prototypes proving the game's concept & interactions to the team.
- Creation and integration of scripted content using LUA and internal proprietary tools.
- Proactively test the game & troubleshoot scripting bugs.
- Collaborate with the publisher, creative director, designers, artists and programmers to ensure positive communication and problem solving between disciplines.
- Provide mentoring and feedback to junior designers.

Front-end Web Developer (Self-employed)

June 2008 - September 2009 (1 year 4 months)
- Prepare functional requirement documents & specifications.
- Create mockups & prototypes using Blueprint framework (CSS + Ruby).
- Create and maintain web pages written in HTML 4.0, CSS, jQuery (JavaScript).
- Assist back-end developer with coding and troubleshooting in Linux OS and various web technologies - Django framework (Python), Google App Engine (Gql + Python), Ruby on Rails (Ruby), MySQL, Apache.

Game Designer at Hatchlings Games

June 2006 - June 2008 (2 years 1 month)
- Prepare game design document with the team for a multiplayer online turn based strategy game involving Collectible Trading Cards played on a Grid-Based Board.

- Lead the QA. Run regular playtests & tournaments to collect data for game balancing.
- Manage online community and provide support to players.

Published Game Credits

Lead Design & Writing
- **Death under Tuscan Skies: A Dana Knightstone Novel** (2011 | Mystery/Adventure/Hidden Object/Puzzle I PC/Mac/iOS)
- **Death Upon An Austrian Sonata: A Dana Knightstone Novel** (2012 | Mystery/Adventure/Hidden Object/Puzzle I PC/Mac/iOS)
- **Death at Cape Porto: A Dana Knightstone Novel** (2013 | Mystery/Adventure/Hidden Object/Puzzle I PC/Mac/iOS)
- **Antique Road Trip: USA** (2010 | Hidden Object, Puzzle I PC/Mac/Andriod/iOS)

Design
- **Death at Fairing Point: A Dana Knightstone Novel** (2010 | Mystery/Adventure/Hidden Object/Puzzle I PC/Mac/iOS).
- **Awakening: The Dreamless Castle** (2010 | Fantasy/Adventure/Hidden Object/Puzzle I PC/Mac/iOS)
- **Awakening Kingdoms** (2013 | Free-to-Play/Puzzle/Social | iOS/PC)
- **Antique Road Trip 3: American Dreamin'** (2013 | Free-to-Play/Puzzle/Social | iOS/PC)
- **Super Awesome Quest** (2014 | Role-Playing (RPG), Strategy/Tactics | Andriod/iOS)

Awards

Outstanding Contribution & Support as Volunteer
- Issued by Malaysian Professional & Business Association on May 2019

Death Upon An Austrian Sonata: A Dana Knightstone Novel
- 1st runner-up in Best Story ([Big Fish Games 2012](#))
- Greatest Games of All Time ([All About Casual Game](#))

Awakening Kingdoms
- Best of 2014 - Best Free-to-Play Game for PC ([All About Casual Game](#))
- Downloaded more than 17 Million Times ([Big Fish's Most Popular Franchise](#))

Quasr - Online Multiplayer Trading Card Game
- Winner of MSC Malaysia Computer Game Design Competition 2006

Education

Asia e University: BICT, Information and Communication Technology. 2011 – 2015
Multimedia University: BA, Film & Animation, 2005 - 2007

Languages

Native or bilingual proficiency: English, Mandarin Chinese, Bahasa Malaysia
Limited working proficiency: Japanese (JLPT N5)