

LEONARD MAH

Designer: (World, Gameplay, System, Narrative, Lead)

leonardmrc@gmail.com

+44 749 508 3501

www.leomah.com

Work Experience

- Lead Designer (@CreativeAssemblyUK)** 2019 - 2023
Hynas (cancelled)
- Concept and Development of New Multiplayer Game Mode.
- Develop foundational principals of level, system and encounter designs.
- Lead Design Team on developing core gameplay encounters, including NPC combat scenarios, events, and navigation challenges.
- Champion Learning & Development for Design Team Upskilling.
- Coordinate various feature teams to implement fit-for-purposes features within the game world for shipping.
- Developed Technical Production Pipeline of World systems & gameplay.
- Senior Designer (@Ubisoft Singapore)** 2016 - 2018
Skull and Bones (in production)
- Team lead for Concepting & Developing "Hunting Grounds" Game Mode.
- Developed Open Seas foundational gameplay pillars, including world gameplay encounters, boss fights, and wildlife hunting.
- Design Technical Production Pipeline of World systems & gameplay.
- World Designer (@Ubisoft Singapore)** 2013 - 2015
Assassin's Creed: Syndicate (2015)
- World Systems, Layout, and Technical Design of WW1 Time Anomaly.
- Team Lead for WW1 Time Anomaly Gameplay Locations design.
- Assassin's Creed: Rogue (2014)**
- Train external studios on developmental practices.
- Team Lead for North Atlantic Ocean Naval Gameplay Location design.
- Mission design and Scripting of several main missions
- Level Designer (@Ubisoft Singapore)** 2011 - 2013
Assassin's Creed: Black Flag (2013)
- Design Combat behaviour and level layout for Naval Forts Gameplay.
- Technical Implementation of Caribbean Naval Forts Gameplay.
- Design Missions and supporting layouts for several main missions.
- Assassin's Creed III (2012)**
- Concept, Mission and Layout design for several Captain Kidd's side mission.
- Layout and Gameplay design of main mission; "Modern Tower".

Other Experience

- Adjunct Lecturer (@Tisch Asia School of the Arts)** 2009 - 2013
- Taught module course: "Intro to Storytelling".
- Mentored Students through to their final year projects.
- Writer / Producer** 2007 - 2010
@ Channel News Asia (2009 - 2010)
- Write/Produce weekly newszines covering regional and global topics, including finance, politics, and human interest stories.
- @ Scrawl Studios (2007 - 2009)**
- Scriptwriting and Story Development for original Animation IP.
- Produce Animated television programming for Children.

About

Designer with extensive experiences in designing AAA game worlds via a combination of creativity, leadership, methodologies, and technical expertise. Strong interest in narrative and design fundamentals to create unique experiences for players.

Skills

Leadership

- Training, Workshops & Mentorship
- Presentations & Talks
- Career development
- Team Building
- Roadmap Planning

Design

- World Layout & Systems
- AI Encounters & Behaviours
- Mission & Narrative Systems
- Rational Design Methodology
- Technical Pipelines
- Playtest Management
- Player Data Analytics

Narrative

- Story Development
- Character Biographies
- World Lore and History
- Scriptwriting
- Story Editing

Technical

- Unreal Engine
- AnvilNext 2.0
- Source 2.0
- Visual Scripting
- Microsoft & Adobe Suites
- 3DS Max / Blender
- C++ (beginner)

Education

DigiPen Singapore (2010-11)

- Professional Conversation Course: Game Design

New York Film Academy (2006-07)

- Screenwriting & Cinematography

National University Singapore (2002 - 2006)

- Major: Biological Sciences
- Major: English Literature