

# Keiran Lovett

## GAME DESIGNER

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Ap Lei Chau, Hong Kong

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Brisbane, 4006, QLD, Australia

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A professional that leverages both creative designs and technical development, with an in-depth knowledge of the global games industry and unique combination of entrepreneurial, leadership, and creative skills cultivated through real world experience.

Project case studies, slidereels, and more at my website: [www.keiranlovett.com](http://www.keiranlovett.com)

## RELEVANT EXPERIENCE

See more on LinkedIn

**Game Developer** 2016/06 - current

LAN KWAI FONG GROUP

- Introduced development practices and production pipeline to the company, coordinating with internal/external groups and disciplines to achieve projects and future best practices.
- Lead on pre-production (concept, design) to post-production (testing, deployment) for various mobile and VR projects.
- Explore potential games from overseas market and publishing in Greater China regions.

**Design Lead, User Interface Designer** 2014/09 - 2016/04

INSIGHT ROBOTICS LTD.

- Design Lead, iterating gamification, UI, and UX designs from scratch for cutting edge intelligent threat detection project.
- Overall HCI, flow diagrams, wireframes, usability studies.
- On the fly learning of GIS and proprietary technology concepts, implementing game design methods.
- Recognised, Fast Company's 'Most Innovative Companies 2016'.

**Project Lead, Designer** 2012/03-07

FRENZOO GAMES LTD.

- Project Lead, responsible for design and management of internal and outsourced teams.
- Designer across various mobile games, iterating UI, game designs and design documentation.
- Work with focus group testers to determine, critique, and problem solve UX and game design issues.

**Digital Artist in Residence (Designer)** 2015/02-03

CANADIAN INTERNATIONAL SCHOOL HONG KONG

- Initiate curriculum for program instructing student and teacher groups in educational innovations and gamification.
- Lessons in possibilities and future applications of development and design of games in educational contexts.
- One on one walkthroughs with students and teachers.

## PROFESSIONAL REFERENCE

Dr, J.A. Rueda, Ph.D., P.Eng. (Canada), M.B.A., M.Sc.

Prof. Game Design, Sheridan College, Ontario

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## RECENT PUBLISHED WORKS

**LKF Play, LKF Group** (iOS, Android) 2016

Location-based game blending photo-sharing with augmented reality gameplay to find and capture collectibles for real-world rewards.

**Corsair, Independent** (PC) 2016

Online multiplayer arena game, where players compete in vehicular space combat or in the interiors of ships as soldiers to secure victory.

**Food Fighters, Global Game Jam** (PC) 2015

Players compete across various game modes in an online party beat-em-up game with whacky ragdolls physics and characters.

## AWARDS

**Best Events App, LKF Play**

Mobile Excellence, 2016

**Best Hardcore Game Award**

Global Game Jam, 2014

**UBS Innovation Jam Finalist**

UBS Innovation Series, 2014

**Deans List** 2014-2015

**Artistic Honors Scholarship** 2011-2015

**Multicultural Scholarship** 2011-2015

Savannah College of Art & Design

## EDUCATION

**Interactive Design & Game Dev. - B.F.A.**

**Graphic Design (Minor) - B.F.A.**

**Game Designers Club Leader**, 2015

Savannah College of Art & Design, Hong Kong

**High School Diploma**

Hong Kong International School