

Lenny Frimpong

Game Designer

Shipped multiple successful titles such as FarCry, Assassins Creed, and Watch Dogs just to name a few. I have worked in the game industry for over 10 years and I have been a leader in multiple projects which led to the teams success

Skills

- Creating prototypes through various engines such as Unity, Gamemaker and Unreal
- Building dashboards in Jira
- Experience in task and team management
- Creating statistical analysis, and compiling reports
- Putting together presentations and reports for the redistribution of information
- Able to use Figma to create wireframes
- Displayed gameplay mechanics using prototipe
- Creating flowcharts and experience mapping
- Proficient in advance debugging
- Skilled in Technical design, and implementation
- Capable of comprehending and articulating technical language effectively



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Mohawk College

Game Design Professor (Aug 2024 - Present) Hamilton

- Teach level design skills and fundamentals
- Provide feedback on students work so they may thrive and improve

Behaviour Interactive

Systems Game Designer (Oct 2022 - Jun 2024) Toronto

- Used unreal game engine to create prototypes and features for the game
- Tuned and balances the game based off playtest feedback
- Created weapons and abilities to be used in AI combat
- Tuned the 3C's to create a more enjoyable moment to moment gameplay

Secret Location (eOne/Hasbro)

Senior Game Designer (Jan 2022 - Sept 2022) Toronto

- Created wireframes to prototype game concepts and ideas
- Review and edited game design documents to ensure they aligned with the companies goals and vision
- Pitched game design concepts/features to stake holders
- Designed UI/UX experience to be intuitive to new and returning players

Prodigy Game

Game Designer (Mar 2018 - Dec 2021) Oakville

- Created, reviewed and updated multiple Game Design Documents
- Edited and selected sound effects, background music and voice overs for multiple features
- Actively using data to make inform design decisions to create better content
- Able to create designs based off of current industry trends
- Able to work with multiple disciplines to release the best product
- Fluent with using game editors, tools and engines to implement changes to the game

Pixel by Pixel

Game Designer (Oct 2017- Jan 2018) Toronto

Resurgence Earth United

- Designed and balanced weapons
- Implemented and balanced AI changes
- Designed Controller mapping
- Took the data from play sessions to design a more intuitive UI

Ubisoft

Devlopment Tester/Quality Control (Aug 2012- Mar 2018) Toronto

Watchdogs 3, FarCry4, FarCry Primal, FarCry 5, Watch Dogs 2, Assassins Creed Black Flag, Splinter Cell Blacklist

- Worked with the gameplay, missions, audio, co-op, and AI design team
- Used code and data to compile builds to test specific features
- Worked with the user research teams to make sure all game content was enjoyable