

Bel Wang

Game Designer & Developer | Building Purpose-Driven Play

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US permanent resident | Ottawa, Canada (open to relocation) | Available starting Sep 2025 (flexible)

EDUCATION

Carleton University

Sep 2022 – Present

Bachelor of Computer Science, Specialization in Game Design and Development

Ottawa, ON

- **GPA:** 10.77/12.0 (equivalent to **3.79/4.0**); Dean's List all semesters
- **Capstone project:** Designing an **interactive 3D experience** that explores ADHD and stigma, fostering empathy and encouraging compassionate understanding through immersive storytelling and embodied gameplay
- **Relevant Coursework:** Game Design, Game Development, **Games For Social Good**
- **Varsity athlete (Artistic Swimming, Rowing):** 15.5+ hours per week

PROJECTS

These projects are detailed in the [linked Portfolio](#).

Against the Tide: Stories of Kiribati's Climate Resilience

Jun 2025 – Jul 2025

Role: Project Manager, Game Design, Narrative Design, Programming, Level Design

Team: 11 | *Engine:* Unity | *Duration:* 5 weeks (In Progress)

A narrative-driven hidden object game exploring **climate resilience in Kiribati**, created in **collaboration with local voices** and developed through **cross-disciplinary teamwork** to foster **empathy**, **cultural awareness**, and **thoughtful reflection through play**.

- **Collaborated directly with community members** from Kiribati in a **respectful co-design process**, integrating **lived stories, insights, and actionable calls to action** into a **culturally-grounded experience** that invites **emotional reflection and climate consciousness through play**
- **Co-designed and programmed** a narrative-driven hidden object game that explores **lived experiences and community responses to climate change** in Kiribati
- **Developed interaction systems** that support **meaningful exploration of climate themes** through **object discovery and scene progression**
- **Earned top 5 rankings** in IndieCade Climate Jam ideation and prototyping sprints (**5th of 42, 2nd of 34**), with mentors praising the game's **clear identity and intentional mechanics**; recognized by judges for **impactful climate storytelling and thoughtful production planning**
- **Led iterative, collaborative sprints** across a **cross-disciplinary team** of writers, artists, audio specialists, designers, and developers, shaping **gameplay** that deepened **emotional resonance** and **player connection to story**, while ensuring **cohesion** across storytelling, aesthetics, and mood

Capstone Project: Exploring ADHD & Stigma Through Play

May 2025 – Aug 2025

Role: Game Design, Programming, Narrative Design

Team: Solo Project | *Engine:* Unity | *Duration:* 4 months (In Progress)

A **first-person interactive experience** designed to **foster empathy** and **challenge misconceptions** about ADHD, using **lived experience** and **immersive storytelling** to explore **executive dysfunction** and the **emotional toll** of **social and internalized stigma**.

- **Designed and programmed** a **3D interactive experience** exploring the **cognitive and emotional realities of ADHD**, including **time blindness, hyperfocus, and task paralysis**
- **Developed narrative and gameplay systems** (including **inner monologue, task-based progression, and dynamic time flow**) to **simulate executive dysfunction** and **evoke moments of emotional insight**
- **Wrote branching dialogue and environmental storytelling** that highlight **stigma from peers, family, and internalized narratives**, grounded in **research and personal reflection**
- **Crafted gameplay moments** that invite **focused reflection**, employing **embodied mechanics** to foster **compassionate understanding, encourage self-reflection**, and support **thoughtful conversations around ADHD and stigma**

EXPERIENCE

Game Design Intern at IndieCade

Jun 2025 – Jul 2025

IndieCade Climate Jam 2025

Remote

- **Selected for a competitive internship** with IndieCade to **co-design a climate-focused game** as part of **Climate Jam 2025**, in a **collaborative, purpose-driven design environment**
- **Participated in four iterative design sprints** (ideation, prototyping, production, polish), delivering **milestones that balanced gameplay with meaning and impact**
- **Practiced co-creative development** in a **collaborative team setting**, offering and integrating feedback to support a **shared design vision**
- **Engaged regularly with content experts and industry mentors** to **refine vision, enhance storytelling, and align mechanics with emotional and social impact**
- **Completed a full development cycle from concept to post-mortem**, iterating on feedback to ensure the game **reflected its goals and served its audience with purpose**

Arcade Docent at Games for Change

Jun 2025 – Jun 2025

Games for Change Festival 2025

New York, NY

- **Supported festival attendees and represented developers** in the **Games for Change arcade exhibit**, facilitating **positive player experiences** while introducing players to **award-nominated games focused on social impact**
- **Ensured smooth operation** of PC installations through **technical troubleshooting** and regular resets
- **Proactively explored all featured games** to better guide players, **foster meaningful engagement**, and **connect audiences with the emotional and cultural goals** of each work
- **Contributed to the largest global event for social impact games**, engaging **diverse audiences** and exploring gaming and XR's role in **sustainability, health, accessibility, and education**

SKILLS

Design Values: Empathy-driven design, co-creation, embodied storytelling, reflective gameplay, purpose-led development

Design Skills: Narrative design, iterative design, rapid prototyping, interactive storytelling, playtesting

Technical Skills: Unity (C#), Godot (GDScript), C++ programming experience; open to expanding skills with Unreal Engine

Creative Tools and Pipelines: Git, Visual Studio, VS Code, Aseprite, Affinity Photo; comfortable working in collaborative, asset-heavy pipelines

Collaborative Strengths: Cross-disciplinary teamwork, project coordination, remote collaboration, clear communication

Exploration Areas: Curious about XR, spatial computing, and emerging immersive technologies that support embodied or reflective play