Nat Loh
Lead Game Designer

www.natlohdesign.com

Location Redacted
Contact Redacted
Email Redacted

Highlights

- 19+ years of game development experience.
- 10+ years building and steering teams in proven leadership roles.
- Key contributor in launching the award winning, toys-to-life genre defining, multi-billion Skylanders franchise. Championed Skylanders' character combat vision.
- Spearheaded new gameplay features to expand upon previous Skylander titles while maintaining overall franchise cohesion. Extensive experience with IPs from both client and owner sides.

Professional Experience

Disruptive Games (Berkeley, CA)

March 2020 to Present

Lead Game Designer
Unannounced Project in UE5

- Leadership and strategic insight as a key member of the pitch team.
- Helped secure game's funding through prototype creation.
- Assembled and built the design team from 1 to 8 designers.
- Collaborated closely with the studio directors to establish a cohesive project vision.
- Managed project scheduling and milestone deliverables.
- Managed the design team's day-to-day operations; driving execution, quality, and timely deliveries.
- Filled in as the Game Director.
- Led feature development in world and traversal design.

Beyond Games (San Francisco, CA)

July 2018 to December 2019

Lead Gameplay Designer
Battle Strike Force (Google Play/App Store)

- Established core themes and abilities for 60 heroes within 8 months.
- Produced visual style guides for outsourced art and provided feedback.
- Collaborated with the Product Director to plan, develop, and deliver a Content Roadmap.
- Generated regular KPI reports for the CEO.
- Managed design specifications, UI wireframes, world map, progression, reward tables, and the FTUE.

Toys For Bob - an Activision/Blizzard Studio (Novato, CA)

July 2004 to August 2017

Character Gameplay Lead
Unannounced 3rd person shooter in UE4
Skylanders: Imaginators (XB1/PS4/WiiU)

- Developed the "Create your own Skylander" feature framework.
- Oversaw department staffing, training, career development, and conflict resolution; maintained deliverable quality and timeliness using JIRA.
- Reviewed, tested, and approved characters. Partnered with Activision's user testing team to expand and attain higher quality feedback with actionable reports.

Skylanders: Superchargers (XB1/PS4/WiiU)

Skylanders: Battlecast (iOS/Mobile)

Senior Game Designer

Skylanders: Trap Team (XB360/XB1/PS3/PS4/WiiU)

- Led prototyping of the new features. Prototyped, developed, and reviewed new boss experiences.

Skylanders: Swap Force (XB360/PS3/WiiU/Wii)

- IP stewardship for characters developed by 3rd party developers.

Skylanders: Giants (XB360/PS3/WiiU/Wii)

- Led prototyping on new features, delivered 6.5 fully upgradeable characters in just 11 months.

Skylanders: Spyro's Adventure (XB360/PS3/Wii)

- Pioneered Skylander character combat and upgrades. Delivered 15.5 fully upgradeable characters.
- Initiated and developed PvP mode including creating game modes, level designs, and power ups.

Game Designer

Madagascar 2 (XB360/PS3/Wii)

Tony Hawk's Downhill Jam - (Wii)

Shrek Super Slam (XBox/PS2/Gamecube) - accidental niche eSport

Madagascar (XBox/PS2/Gamecube)

Notable Awards

- **Best Family Game** - 2016 Gamescon Awards, E3 Game Critics Awards - *Skylanders Imaginators*
- **Best Video Game** - 2013 & 2012 BAFTA Children's Awards - *Skylanders Giants & Spyro's Adventure*
- **Family Game of the Year** - 2013 D.I.C.E. Awards - *Skylanders Giants*
- **Most Innovative Game of the Year** - 2012 D.I.C.E. Awards - *Skylanders: Spyro's Adventure*

Skills/Proficiencies

- **Level & World Design:** UE5 (world partition, Houdini integration), Unity, Maya, 3DSmax
- **Technical Skills:** proprietary visual scripting languages, UE blueprinting/gas, git, C#, python
- **Documentation/Production:** Photoshop, MS/Google docs, confluence, notion, JIRA, miro, basecamp
- **Analytics:** experience with Upsight, running Lua script queries
- **Mentorship:** 2024 D.I.C.E. & AIASF mentor

Education

- BFA in 3d Computer Arts, Academy of Art College