

# Chun H Choi

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## **About me:**

Born and raised in Hong Kong, I am someone who is intimately familiar with many different cultures and languages. I am a recent graduate of the University of Brighton, graduating with a honors bachelor, and an aspiring game developer / 3D modeler. Currently, I am self-studying Python, and am planning on studying for a postgraduate degree. I have had a deep passion for the games industry since I was a child. My problem solving skills and ability to adapt to new situations will surely make me an integral part of any team.

## **Hard/Technical Skills:**

**Asset Creation:** Autodesk Maya, Adobe Photoshop, Substance Painter, Piskel Sprite Editor.

**Programming Languages:** HTML, CSS, Javascript, C++, C#, Python (currently under self study)

**Server Management & API:** SQL

**Game Engines:** Unity, Unreal Engine 4 & 5 & Unity Blueprints

## **Projects:**

**Chron** | University of Brighton

08/20 - 06/21

- A platformer made using FXGL, a Java/JavaFX/Kotlin Game Library Engine which uses a superset of Java. Built from the ground up for Windows / Mac / Linux / Android / IOS devices.
- Uses a tile based system for map creation and development with a clean and simple API, with multi-layer rendering and parallax backgrounds for immersive graphics.
- Integrated Jbox2D system for physics, movement and collisions, allowing for both fluid and rigid-body simulations.

**Turtle's Bizarre Adventure** | 2019 Green Game Jam

05/11/19 - 08/11/19

- A side scrolling horizontal runner style game developed with the unity engine using C#, featuring a turtle attempting to return home while avoiding obstacles.
- Uses Procedurally generated obstacles which help to ensure game replayability and a time based scoring system which encourages player retention through competition.
- Developed over the period of 72 hours for the 2019 Ukie Green Game Jam under the themes of climate change and sustainability.

**Acolyte | Ludum Dare 43**

30/11/18 - 1/12/18

- A 2D puzzle game with procedurally generated quests and minigames where the objective is to discover and perform the correct ritual to bring about the apocalypse.
- Made in the Unity game engine with C# over the period of 72 hours for the 43rd Ludum Dare game jam, under the theme of "Sacrifices must be made."
- Takes advantage of hand drawn and animated sprites and assets in order to create a coherent and unique story every time that the game is played.

**Stirling's Pride Parade | 2019 Gay(m) Jam, University of Brighton**

27/07/19 - 28/07/19

- Created over the period of 48 hours with the Unity game engine in order to celebrate the LGBTQIA+ community at Brighton.
- A side scrolling 2D Platformer made with a vector based physics system and collision detection through mesh collision detection for non-standard polygons.
- Won the Third place runner up prize at the 2019 Gay(m) Jam.

**Education Background:****Honors Bachelor of Science | University of Brighton**

09/18 - 06/21

- Digital Games Development (BSc Hons)

**IB Diploma | Sha Tin College**

08/15 - 06/18

- English Literature, Spanish, Chemistry, Physics, Maths, Information Technology.

**IGCSE Diploma | Sha Tin College**

08/11 - 06/15

- English Language, English Literature, Psychology, Maths, Coordinated Sciences, Design and Technology, Spanish, Food Technology.

**Accomplishments:****HKAYP / Duke of Edinburgh Gold Award | Sha Tin College**

06/17 - 06/18

- A personal achievement program which seeks to empower young people to learn and grow through non-formal education, with voluntary service, skill development and physical recreation as core frameworks.

**STC-EN-CON - Founder | Sha Tin College**

09/17 - 06/18

- A student council that was founded to find ways to integrate new technologies into everyday life in ways that allow the school to minimize their carbon footprint.