Justin Ha
Game Design & Programming
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Skills

Unity + C#	JavaScript	Rapid Prototyping
Pico-8 + Lua	Adobe CC	User Research
HTML/CSS	Microsoft Office	

Education

New York University, New York, NY   Graduation: May 2019
Bachelor of Fine Arts in Game Design

Work Experience

Production Assistant – play/ground   April 2017
- Helped run play/ground, a free public workshop about using play for political resistance and building power.

Play-tester – Dreamsail Games   Apr. 2016 - June 2016
- Talked with the head Game Designer about weak or unappealing mechanics and how to fix them.
- Wrote bug and mechanic reports.
- Critiqued character and level designs.
- Was given an early copy of the game to continue critiquing through email and Slack until release.

Courses & Projects

Axolotl – Unity/C#
- Final narrative group project inspired by short story with the same name from Julio Cortázar. Jobs include principal writer and game feels designer in charge of story and tuning. Chosen to present at NYU Game Center's Winter Showcase.

Too Many Cooks
- Deckbuilding board game where every player works together to complete a recipe, but only the player who places the final ingredient wins the game. Was the main designer in charge of leading creative direction, balancing cards, pitching game, and board design.

Clockshots – Unity/C#
- Solo prototype project developed in two weeks that practiced how quickly I could theorize, design, code, implement, and juice a game.

Intro/Intermediate Game Development
- Courses that simulated a professional game development setting where I created dozens of prototypes and two major final group projects.

Action Game Studio
- A semester long intense coding class where we learned how to create games in Unity coding our own physics, code effects to juice our mechanics, and delivered bi-weekly prototypes.

Pixel Prototype With Bennett Foddy – Pico-8/Lua
- A class dedicated to pushing out a deep prototype every week with a mystery theme picked by Bennett Foddy. Class focused on rapid prototyping, deep design, and quickly learn how to use Pico-8/Lua.