Justin Ha

Game Designer + QA Specialst

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Education-

New York University   **2019**

Bachelor of Fine Arts - Game Design

Experience-

QA Analyst - Bit Fry Game Studios   **Current**

Deeply dive into the Ultimate Rivals games to locate bugs, design flaws, and workflow blockers. Work closely with Apple to ensure that Ultimate Rivals continues to be an Apple Arcade flagship title.

Digital Content Designer - AdGate Media   **Jan - July 2020**

Use mobile analytics to design nteractive media that will gain the most traffic for partnered mobile games and advertisers.

Game Design Intern - Mokuni LLC   **Jan-Mar 2019**

Designed dozens of levels for existing mobile games and adjusted difficulty based on user analytics.

Game Design Intern - Move38   **Jun-Sept 2018**

Coded, designed, and prototyped games using Arduino + C for digital game pieces called Blinks.

Skills-

Unity/C#	Photoshop
Pico-8/Lua	InDesign
HTML	Design Thinking
CSS	Design Documentation
JavaScript	Jira
Rapid Prototyping	Quality Assurance

Projects-

Better - Solo Developer

A solo-developed 2D narrative action game about the feeling of inadequacy and how it haunts the player's reality and dreams.

Colorblind Simulator - Designer + Shaders

A group prototype for the American Museum of Natural History's color exhibit where users select a type of colorblindness and see how it affects a live video feed while interesting facts appear in the UI.

Axolotl - Designer + Writer

An experimemtal group project that rewards patient players with a more meaningful story.

Interests-

Storytelling, Animation, Worldbuilding, Pixel art, Anthropology