

# 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

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## EDUCATION

New York University

New York, NY

Bachelor of Fine Arts in Game Design

May 2019

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## WORK EXPERIENCE

*Game Design Intern* - Mokuni LLC

Jan - March 2019

- Designed dozens of level for multiple mobile projects.
- Read through user analytics and designed levels that would smooth the difficulty curve.

*Game Design Intern* - Move38 inc

June - Sept 2018

- Designed and coded games for Blinks, unique digital game pieces.
- Used Arduino and C to create tools and games for the commercial set of Blinks.
- Updated prototyped games and redesigned them for commercial release.

*Playtester* - Dreamsail Games

- Talked with the head designer about weak or unappealing mechanics and how to fix them.
  - Wrote bug and mechanic reports.
  - Critiqued character and level designs.
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## PROJECTS

*Better* - Unity/C#

- *Better* is a 2D narrative action game that tackles the feeling of inadequacy and the mental journey that comes from it. This is a solo project of mine that explores my experience with inadequacy and how I overcame it.

*Colorblind Simulator* - Unity/C#

- Colorblind Simulator was developed for the American Museum of Natural History for their color exhibit. It is a digital display where users can select a type of colorblindness and see how it affects a live video feed of the audience while also giving facts about each type. I was in charge of creating the shaders used to simulate the colorblindness.

*Axolotl* - Unity/C#

- *Axolotl* was inspired by the short story with the same name by Julio Cortázar. My jobs included being head writer and game feel designer in charge of the story and tuning.