JUSTIN HA
GAME DESIGN & PROGRAMMING

Brooklyn, NY 11238 || (972) 965-1780 || justinha22@gmail.com || justinha.games

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SKILLS

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

EDUCATION

New York University   New York, NY

Bachelor of Fine Art in Game Design   May 2019

WORK EXPERIENCE

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.
- Discussed the strengths and limitations of the product with the head designer and how we could best design games with them.
- Updated old, broken games for commercial release.

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

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.
- Was given an early copy of the game to continue critiquing the game through email and Slack until release.

PROJECTS

Axolotol - Unity/C#
- Final narrative group project inspired by the short story with the same name from Julio Cortázar. My jobs included being head writer and game feel designer in charge of the story and tuning. Chosen to present at NYU Game Center's Winter Showcase.

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