Justin Ha

Game + Interactive Designer

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Education-

New York University   **2019**
Bachelor of Fine Arts - Game Design

Experience-

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#	Adobe CC
Pico-8/Lua	Microsoft Office
HTML	Rapid Prototyping
CSS	Design Thinking
JavaScript	User Research

Projects-

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

Colorblind Simulator
A group prototype for the American Museum of Natural History's upcoming 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
An experimemtal group project that rewards patient players with a more meaningful story.

Interests-

Storytelling, Cartoons, Shaders, Pixel art, Anthropology