

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

Bachelor of Fine Art in Game Design

May 2019

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#

- A solo project that explores letting players experience of wanting to reach a goal and the complex feelings that come along with that journey. The game focuses on action-based gameplay that grows more reliable to the player while also making them feel inadequate for failing.

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. 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.