

Justin Ha

Game Design & Programming

419 Classon Ave, Brooklyn, NY 11238 | 972-965-1780 | jch583@nyu.edu

Skills

Unity + C#

Adobe CC

Rapid Prototyping

Java

Microsoft Office

User Research

HTML/CSS

Maya

Work Experience

Production Assistant – play/ground

April 2017

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

Playtester – Dreamsail Games

Apr. 2016 - June 2016

- Talked with the head Game 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 through email and Slack until release

Education

New York University, New York, NY
Bachelor of Fine Arts in Game Design

Graduation: May 2019

Projects

- *Axolotl*
Final narrative group project inspired by short story with the same name from Julio Cortázar. Jobs include principal writer, designer, and coder in charge of game feel, story, and tuning. Chosen to present at NYU Game Center's Winter Showcase.
- *Too Many Cooks*
Deckbuilding board game where every player works together to complete a recipe, but only the player who places the final ingredient wins the game. Was the main designer in charge of leading creative direction, balancing cards, pitching game, and board design.
- *Clockshots*
Solo prototype developed in two weeks that practiced how quickly I could theorize, design, code, implement, and juice games.

HOBBIES

Video Game, Film, Psychology, Anthropology, Data Analyzing, Writing