

Karl Choi

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626-466-5696
Fullerton, California

Objective

Seeking a Game Design/Development-related position with strong skills in Unity, C#, and Lua.

Education

Bachelor of Science in Game Design and Development

Rochester Institute of Technology · Rochester, New York
GPA: 3.9

05/2024

Skills

Unity, C#, Lua, HTML, CSS, JavaScript, Visual Studio, Steamworks, Photon PUN, Visual Studio Code, GIMP

Experience

Software Engineer Intern

Evava VR · Costa Mesa, California

06/2019 - 07/2019

- Created a VR game and worked with web development
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Projects

- Destiny Duel (Aug. 2022 - Mar. 2023, PC)
 - Role: Independent Developer
 - Tools: C# and Unity
 - Platform: Steam [100% Positive Reviews]
 - Genres: PvP, Turn-Based, Psychological, Strategy
- Blox Ball Battlefield (Apr. - July 2022, PC + Mobile)
 - Role: Independent Developer
 - Tools: Lua and Roblox Studio
 - Platform: Roblox [91% Positive Reviews]
 - Genres: PvP, Sports, FPS
- Skeletal Skism (July 2021 - Jan. 2022, PC)
 - Role: Independent Developer
 - Tools: C# and Unity
 - Platform: Steam [80% Positive Reviews]
 - Genres: PvP, Autobattler, Strategy, Real Time Tactics
- Edifice of Fiends (Nov. 2020 - Feb. 2021, PC)
 - Role: Independent Developer
 - Platform: Steam
 - Genres: Singleplayer, Rogue-Like, Strategy, RPG