

Karl Choi

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Fullerton, California

Summary

Game Designer/Developer with strong skills in Unity, C#, and Lua.

Experienced with the process of game development, having published 4 games on Steam and 1 game on Roblox.

Education

Bachelor of Science in Game Design and Development

Rochester Institute of Technology · Rochester, New York
GPA: 3.89

05/2024

Skills

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

Experience

Intern Technical Game Designer

Kooapps · Bellevue, WA

05/2023 - 12/2023

- Wrote GDDs, helped produce mobile games, and developed mobile games in Unity

Software Engineer Intern

Evara VR · Costa Mesa, CA

06/2019 - 07/2019

- Created a VR game using Unity

Projects

- Skeletal Skism 2 (12/2023 - 09/2024)
 - Role: Independent Developer
 - Tools: C# and Unity
 - Platforms: Steam, PC
 - Genres: PvP, Autobattler, Strategy, Real Time Tactics
- Destiny Duel (08/2022 - 03/2023)
 - Role: Independent Developer
 - Tools: C# and Unity
 - Platforms: Steam, PC
 - Genres: PvP, Turn-Based, Psychological, Strategy
- Blox Ball Battlefield (04/2022 - 07/2022)
 - Role: Independent Developer
 - Tools: Lua and Roblox Studio
 - Platforms: Roblox, PC, Mobile
 - Genres: PvP, Sports, FPS
- Skeletal Skism (07/ 2021 - 01/2022)

- Role: Independent Developer
 - Tools: C# and Unity
 - Platform: Steam, PC
 - Genres: PvP, Autobattler, Strategy, Real Time Tactics
- Edifice of Fiends (11/2020 - 02/2021)
 - Role: Independent Developer
 - Platform: Steam, PC
 - Genres: Singleplayer, Rogue-Like, Strategy, RPG