

Karl Choi

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626-466-5696

Location:

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

05/2024

GPA: 3.9

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

- Blox Ball Battlefield (Apr. - July 2022, PC + Mobile)
 - Role: Independent Developer / Tools: Lua and Roblox Studio
 - Published to Roblox [90% Positive Reviews]
 - About: A PVP Sports FPS game. Things I learned from working on this game include support for mobile devices, server/client networking, and flexible GUI. Some challenges I overcame include getting the game to work properly with mobile devices and handling players leaving/joining the server.
- Skeletal Skism (July 2021 - Jan. 2022, PC)
 - Role: Independent Developer / Tools: C# and Unity
 - Published to Steam [79% Positive Reviews]
 - About: A PVP Autobattler game. Things I learned from working on this game include how to create a deterministic system, make a multiplayer game, and plan out feature implementation. Some challenges I overcame while making this game include unit animation, collision, and multiplayer networking.
- Edifice of Fiends (Nov. 2020 - Feb. 2021, PC)
 - Role: Independent Developer
 - Published to Steam
 - About: A Singleplayer Rogue-Like Strategy RPG. Things I learned from this project include scope management, level design, and enemy designs. Some challenges I overcame include polishing and publishing the game.