# Karl Choi

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Fullerton, California

## Objective

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

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## Education

### Bachelor of Science in Game Design and Development

Rochester Institute of Technology · Rochester, New York                                   05/2024
GPA: 3.89

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## Skills

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

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## Experience

### Intern Technical Game Designer

Kooapps · Bellevue, WA                                                       05/2023 – 12/2023
  - Wrote GDD, helped produce mobile games, and developed mobile games in Unity

### Software Engineer Intern

Evara VR · Costa Mesa, California                                            06/2019 – 07/2019
  - Created a VR game using Unity and Oculus.

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## 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