# 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.

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## Education

### Bachelor of Science in Game Design and Development

Rochester Institute of Technology · Rochester, New York                                     05/2024
GPA: 3.9

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## Skills

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

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## Experience

### Software Engineer Intern

Evara 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 [88% 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 [78% 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.