

Karl Choi

Game Designer and Developer

portfolio: karlchoi.dev
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Fullerton, California

Summary

Strong skills in Unity, C#, Lua, and always willing to learn whenever and wherever needed.

I'm also experienced with the process of game design and 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, JavaScript, Photon PUN, Steamworks, HTML, 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

Evava VR • Costa Mesa, CA

06/2019 - 7/2019

Created a VR game using Unity

Projects

Skeletal Skism 2 • Steam

12/2023 - 9/2024

Role: Independent Developer

Tools: C# and Unity

Genres: PvP, Autobattler, Strategy, Real Time Tactics

Destiny Duel • Steam

8/2022 - 3/2023

Role: Independent Developer

Tools: C# and Unity

Genres: PvP, Turn-Based, Psychological, Strategy

Blox Ball Battlefield • Roblox

4/2022 - 7/2022

Role: Independent Developer

Tools: Lua and Roblox Studio

Genres: PvP, Sports, FPS

Skeletal Skism • Steam

7/2021 - 1/2022

Role: Independent Developer

Tools: C# and Unity

Genres: PvP, Autobattler, Strategy, Real Time Tactics

Edifice of Fiends • Steam

11/2020 - 2/2021

Role: Independent Developer

Tools: RPGMaker MV

Genres: Singleplayer, Rogue-Like, Strategy, RPG