Karl Choi

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626-466-5696
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

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

Projects

- Destiny Duel (Aug. 2022 – Mar. 2023, PC)
    - Role: Independent Developer
    - Tools: C# and Unity
    - Platform: Steam [100% Positive Reviews]
    - Genres: PvP, Turn-Based, Psychological, Strategy

- Blox Ball Battlefield (Apr. – July 2022, PC + Mobile)
    - Role: Independent Developer
    - Tools: Lua and Roblox Studio
    - Platform: Roblox [91% Positive Reviews]
    - Genres: PvP, Sports, FPS

- Skeletal Skism (July 2021 – Jan. 2022, PC)
    - Role: Independent Developer
    - Tools: C# and Unity
    - Platform: Steam [80% Positive Reviews]
    - Genres: PvP, Autobattler, Strategy, Real Time Tactics

- Edifice of Fiends (Nov. 2020 – Feb. 2021, PC)
    - Role: Independent Developer
    - Platform: Steam
    - Genres: Singleplayer, Rogue-Like, Strategy, RPG