Do Hwi Lee

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Skills

C#, C++, Unity, Unreal Engine, Perforce, Github, FMOD, QA, Google Suite, Microsoft Suite, Trello, Jira, Korean, HTML

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Experience

Young Horses / Localization QA

Jan 2023 - June 2023

- Reviewed Korean localization for the game Bugsnax and Octodad. Feedbacks were documented and sent to the developers.

Anthos Capital / Game Tester

June 2020 - September 2020

- Documented bugs and errors and reported to the team.

Senior Capstone / Lead Narrative Designer and Producer

Jan, 2023 - June 2023

- Created a story that explores the world before the apocalypse and adjusted the story depending on the team's ability.
- Acted as a producer, managing risks and schedules.

DePaul Original Game Studio / Narrative Designer

March 2023 - June 2023

- Documented and designed the fundamental story and expanded the rules of the world.
- Designed the story structure. Making it easier for the future team to follow and build upon it.
- For a client, programmed a game that the theme was "Hole in the wall". With a 3D model artist, a level designer, and with other programmers, I was able to create a motion capture 2D game.

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Education

DePaul University / Game Design

Jan 2019 - June 2023

- Computer Science and Screenwriting Minor
- GPA: 3.6