William Jeon

Plainview, NY 11803 │ +1 (516) 318-6235 │ wjeon2002@gmail.com │ LinkedIn │ Portfolio

SKILLS & INTERESTS

Technical: C#, C++, HTML/CSS/JavaScript, Typescript, Bulma CSS, HLSL, DirectX, OpenGL
Computer: Photoshop CC, Blender, Unity, Unreal Engine, Figma, Axure RP
Interests: Music, Reading, Drawing, Cello, Coding, Gaming, Poker

EXPERIENCE

MAGIC Spell Studios — Technical Artist / Game Designer   Jan 2024 - May 2024
- Developed a color filter to support players with color blindness, enhancing accessibility in the game
- Created basic visual effects to amplify in-game actions and user engagement
- Utilized a paint shader similar to Splatoon and adjusted it to fit the game's vision

Xana Ad Hoc Studio — Technical Artist   May 2023 – Aug 2023
- Designed and implemented captivating visual effects and shaders across multiple levels
- Optimized model polygons increasing frame rate by 300%, providing a smoother game experience
- Collaborated with cross-functional teams to provide a more surreal experience

iDTech Summer Camps — Camp Instructor   Jun 2022 – Aug 2022
- Explained coding concepts to students from the ages of 10 to 17
- Knowledge of teaching material such as Unity with virtual reality and Unreal Engine 4
- Guided students through their projects from concept to completion

PROJECTS

Nebulicious (Group Game Jam) - Unity   June 2024
- Competed in a game jam that took place over 10 days, placing 9th out of 34 submissions
- Designed 6 unique visual effects and accompanying shaders for each one
- Collaborated closely with teammates in the creation of the game design document

Helpless (Group Game Jam) - Unity   February 2023
- Developed and integrated fundamental AI behavior
- Configured basic shaders for the liquid and varying color schemes for the non-playable characters
- Integrated basic animations for non-playable characters, enhancing the experience within the game

Doodle Day (Group Game Jam) - Unity   Nov 2023
- Secured third in the game jam
- Developed a CRT shader to replicate the visual aesthetics of old computer monitors
- Designed a randomized shader for diverse planet patterns, enhancing visual variety in the game

EDUCATION

Rochester Institute of Technology, New York   May 2024
Major: *Bachelor of Science in Game Design and Development*   GPA: 3.62/4.00

Notable Coursework

Interactive Media Development (C#), Level Design, Data Structures & Algorithms Games & Simulations II(C++), IGM Production Studio, Project Management, Foundation of Game Graphics Programming

Notes

Willing to relocate