

William Jeon

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Professional Experience

Passionate game designer with hands-on experience in technical art and game development. Skilled in crafting engaging gameplay mechanics, designing immersive levels, and leveraging creative visual effects to enhance player experience. Adept at collaborating within multidisciplinary teams to bring innovative game concepts to life.

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 that enhanced accessibility and reinforced the game's design vision
- Created basic visual effects to amplify in-game actions and user engagement
- Collaborated with design teams to integrate engaging gameplay mechanics into the game

Xana Ad Hoc Studio — Technical Artist **May 2023 – Aug 2023**

- Designed and implemented captivating visual effects and shaders across multiple levels
- Optimized assets to enhance performance and seamlessly blend aesthetics with gameplay
- Collaborated with game designers to integrate effects that boosted level design and engagement

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

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