

ELBIN SHIN

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- Ojective:** My goal is to increase my knowledge and hone my skills in design and conceptual experimentations.
- Education:** Rochester Institute of Technology:
Bachleor's Degree in New Media Interactive Development

GPA: 3.2
- Skills:** Photoshop, Illustrator, C#, Game Concepts, Character Concepts, Environmental Concepts, Maya, Real Engine 4 (in-progress)
- Activities:** Currently developing a stand alon game with a group partners. We have been in development for about a year now.

Zion Corporation: Founded by Elbin Shin and Kristian Abuda

Lots of stand alone illustrations, game concepts, mechanics, character development.
- Projects:** Transcendence: (Analog TCG and Real Engine 4)

A card game that is uniquely different from the big TCG 3. The 3 we believe to be Magic the Gathering (MTG), Yu-Gi-Oh (YGO), and Vanguard.

New Media Team Project:
Creating an interactive room for patients diagnosed with Season Affected Depression (SAD).
- Things I Do:** In my off time, I like to keep my mind rolling with sketching new concepts and if not that I like to play games. What a surprise. And I enjoy cooking.

Games I play:

League of Legends, Most Japanese RPGs, Warframe, and lately Dead Island: Epidemic