

MATTHEW JUNG

GAME DESIGNER

ABOUT ME

Current undergraduate junior studying game design with an abundance of hours in designing and creating games, and other game-related projects. A flexible team player with a winning mentality and an open mind. Looking to build industry experience as a game designer and developer for a career in the game development world.

CONTACT

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SKILLS

GAME DEVELOPMENT

- Unity (3D/2D)
- Unreal Engine
- Trello
- GitHub

PROGRAMMING LANGUAGES

- C#
- Python
- C++

OTHER SKILLS

- Photoshop
- Traditional Art
- Digital Art
- Video Editing

PROJECTS

Video Game Development Club

Husbando

9/2022 - 12/2022

- Match-3 Game with a secondary objective of fulfilling "school assignments", done by making matches of various requirements.
- Collaborated directly with another game designer to fully design the gameplay systems and goals.
- Organized and lead other team members on weekly basis.

Musical Madness

4/2022 - 6/2022

- Top-Down Shooter Dungeon Crawler, utilizing procedural generation for dungeon generation.
- Worked with a team of 6 programmers and audio designers and to ship a fully functional game with three complete levels with increasing difficulty, and soundtrack.
- Designed and programmed the Grand Piano Boss.
- Balanced the difficulty of all enemies and level generation.

Acid Trip 4: The Ballad of Leon Bradley

1/2022 - 3/2022

- Visual Novel paired with four first-person turn-based battle sequences.
- Partnered with another designer to design, develop, and balance the combat system and abilities.
- Collaborated with a team of 10 artists, programmers, and writers to ensure that the combat systems and abilities would fit within the theme and world of the Acid Trip series.
- Created character art portraits for the visual novel portion of gameplay.

Game Design & Interactive Media Curriculum

Teamfight Tactics Breakdown

9/2022 - 12/2022

- Designed and created an automated ETL process that collected 20,000 points of individual player data from Teamfight Tactics games using the Riot Games API.
- Analyzed results to answer multiple research questions regarding the strength of various units and strategies.
- Constructed multiple visualizations to present results to peers.

EDUCATION HISTORY

B.S. in Game Design and Interactive Media

*University of California, Irvine,
Irvine, CA*

9/2020 - Present

Relevant Coursework: Data Analysis in Games, Programming Games, Game Design, Visual Design, Project Management, and Game Projects.

Expected Graduation: 6/2024