

# Daniel Jaymin Park

Game Development Portfolio

Devlog: <https://devpachi.wordpress.com/>

Github: <https://github.com/dannyjp98>

Resume: [Resume\\_ParkDaniel\\_B.docx.pdf](#)



## Ronin Trail <https://www.ronintrailgame.com/>

**Description:** Extraction-based top-down samurai game with a focus on exploration, in-depth combat mechanics, and immersive environments.

**Accolades:** 70,000+ wishlists on Steam; Raised \$45,000 on Kickstarter; Recipient of Epic MegaGrant from EpicGames;

**Responsibilities:** Programming, game design, map design, user interface, sound effects, animation, 2D/3D art, storytelling, project management.

**Technologies:** C++, Unreal Engine 4.26, Blender3D, Photoshop, MagicaVoxel, Audacity, FMOD





## Paranoir <https://dannyjp.itch.io/paranoir>

**Description:** Multiplayer game about spies and deception. Entry to school's game jam with the topic of "paranoia."

**Accolades:** 1st place winner and recipient of Most Polished Award at University of Michigan's 2023 MegaJam 48-hour game jam.

**Responsibilities:** Programming, game design, art, animation, sound effects and user interface

**Technologies:** C++, Unreal Engine 5.0, Audacity, Blender3D

