

## Hyuk-Jin Kwon

**Address:** 356 Havendale Crescent, Waterloo, Ontario, Canada  
**Tel:** (548) 255-0872  
**E-mail:** [wkwkdaus79@gmail.com](mailto:wkwkdaus79@gmail.com)  
**Portfolio:** <https://hyukjin87.github.io/Portfolio/>  
**Linkedin:** <https://www.linkedin.com/in/hyuk-jin-kwon-82a040231/?jobid=1234>  
**Github:** <https://github.com/hyukjin87/>

### **OBJECTIVE:**

---

Highly accomplished game designer with a successful track record in the Korean gaming industry, including 7 years of experience at Netmarble N2 and Entwell. Skilled in navigating the fast-paced mobile market, adapting to trends, and collaborating effectively across teams. Seeking new opportunities in a larger market after relocating to Canada with a family and acquiring a diploma in Software Engineering from Conestoga College. Quick learner with meticulous attention to detail.

### **EMPLOYMENT HISTORY:**

---

#### **Game Developer**

MAR 2017 – DEC 2021

##### **Netmarble N2 – Seoul, South Korea**

- **Fate/Grand Order (RPG):** Generated and monitored event data every 3 weeks, including bug fixing and adjustments.
- **Project M (AOS):** Planned game concepts and designed systems, incorporating analysis and ideas for using Disney IPs.
- **Catchmind (Casual):** Developed and released a game, analyzing and applying keywords for game content. Designed account integration for different platforms and planned a web-drawing tool for user acquisition. Collaborated with the marketing department on promotional material production. Prepared localization for the North American market.
- **Travelling Millionaire (Casual):** Managed game build updates in Turkey and MENA regions. Determined schedules and specifications for updates every 3 months. Participated in development and oversaw the update process. Created and managed event data applied twice a week. Focused on preparing seasonal events such as Ramadan.

#### **Game System Designer**

JUN 2015 – MAR 2017

##### **Entwell – Seoul, South Korea**

- **We Are Heroes (RPG):** Involved in the initial development process, launch, and service of the game. Contributed to game planning, managed character growth and numerical values. Designed and developed over 300 skills for 50+ characters and balanced game mechanics. Created an engaging endless dungeon feature. Assisted in the localization process for the Japanese market after the Korean service ended.

## **EDUCATION:**

---

**Conestoga College** – Waterloo, Canada

SEP 2021 – APR 2023

Diploma in Software Engineering Technician

GPA: 3.41

**Yeonsung University** – Gyeonggi-do, South Korea

FEB 2008 – FEB 2012

Associate degree in Informaion Communication Technology

GPA: 3.92

## **SKILLS:**

---

- Programming Languages: C, C++, C#, .NET and WPF, Python, JavaScript, MySQL, ASP, PHP
- Software: Proficient in Microsoft Word and Excel, Unity
- Languages: English and Korean
- Certification: Computer Specialist in Spreadsheet & Database Level
- Game design and planning, Event management and data analysis
- Collaborative teamwork, Adaptability in a fast-paced mobile market

## **MILITARY SERVICE:**

---

**Republic of Korea Army**

NOV 2009 – SEP 2011

Transportaion – Republic of Korea

- Completion of Military Service