Experience description

Game Developer

Game System & Balance Designer

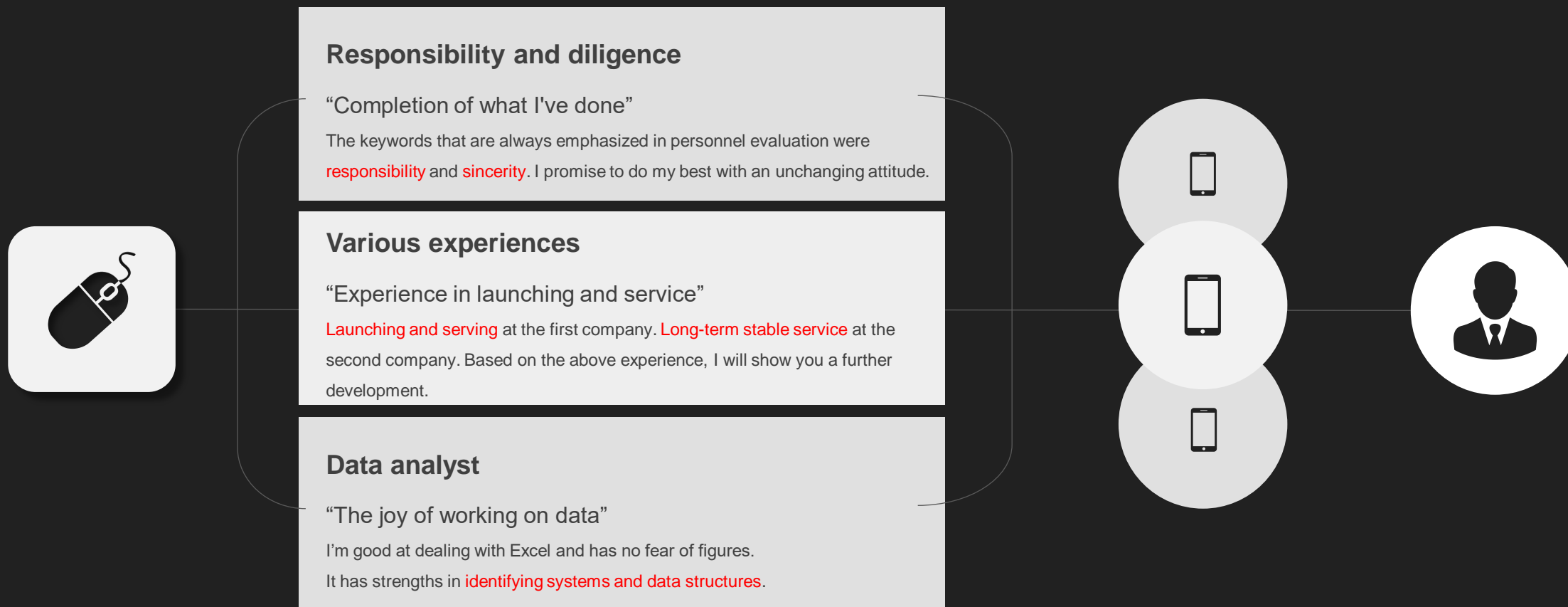## Hyuk-Jin Kwon

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Core competencies

Responsibility and diligence

"Completion of what I've done"

The keywords that are always emphasized in personnel evaluation were responsibility and sincerity. I promise to do my best with an unchanging attitude.

Various experiences

"Experience in launching and service"

Launching and serving at the first company. Long-term stable service at the second company. Based on the above experience, I will show you a further development.

Data analyst

"The joy of working on data"

I'm good at dealing with Excel and has no fear of figures.

It has strengths in identifying systems and data structures.

Major history

Development launch and live service

Development Project

Title : Project M (tentative title)

Genre : AOS

Work Position : Concept & System

Company : Netmarble N2

Working Period : 19/10 ~ 20/10

Live Service

Title : Travelling Millionaire (Everyone's marble for Turkey & MENA)

Genre : Board

Work Position : Project management & System & Contents

Company : Netmarble N2
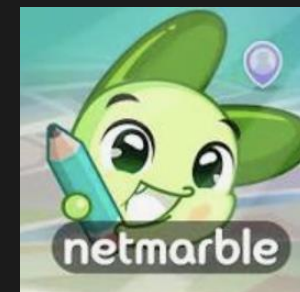
Working Period : 17/03 ~ 19/04

Live Service

Title : Fate/Grand Order

Genre : RPG

Work Position : System

Company : Netmarble N2

Working Period : 20/10 ~ 21.12

Launch and Service

Title : Koongya Catch Mind

Genre : Casual

Work Position : System & Localizing

Company : Netmarble N2

Working Period : 19/04 ~ 19.10

Launch and Service

Title : We are the Heroes

Genre : RPG

Work Position : System & Balance

Company : Entwell

Working Period : 15/06 ~ 17/03

<Management of issues with related departments>

Live service

Patches and updates

- Version update (approximately 1 year cycle)
- Build update (approximately 3 months cycle)
- Event update (once a week)

Schedule

Check and analyze the event schedule

Data separation

Data localization separation work

Issue management

Fixing and managing bug issues and

checking community trends

Data analysis

Check and analyze original data

<Data Analysis Process>

Data application

Manage required data and

resource requests

Event application

Event development test and bug fix

- Manage about 400 hardcoded data
- Put together the separated data

<Disney IP Analysis>

After the final manager report

Make a version according to the schedule

Producing a report on the development process

Concept Design

Contents idea design

Borrowing Disney IP

Apply project direction by analyzing

Disney IP data

Issue management

Check the development goals

according to the schedule

Battlefield Design

Map design planning and collaboration with related

departments

Development process

Manage required data and resource

requests

<Concept Design>

Development collaboration

Continuous communication with related departments

Continuous development requests and direction checks

Koongya Catch Mind

Main Task

<Interview before release>
Source : https://youtu.be/HiJWrqSAhfE

Localizing

Localization for global services

Localize data and resources

Content analysis

Analysis of the developed
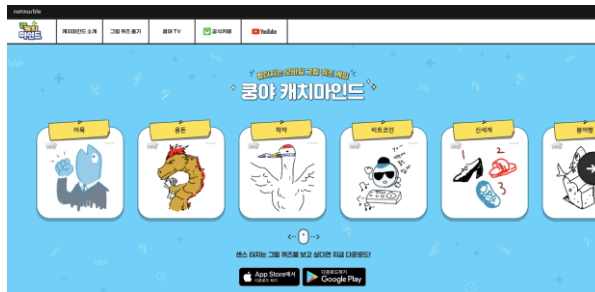
content improvement trend

Platform SDK management

Account linkage management plan for

each platform

Live service

Live service monitoring

Ready to Release

Planning and development check for

business unit requests

Web drawing tool

Planning a web drawing tool for guests

<Web drawing tool>

Design to develop web drawing tool

Request to make a drawing tool on the website

Pre-experience of games through invitation code

(Using the elements of the user's invitation)

Live service

Patches and updates

- Build update (approximately 3 months cycle)
- Event update (2 times a week)

Version management

Establishment and consultation of

build specifications

Localizing

Content planning tailored to

national characteristics

<Localizing>

Issue management

Platform and bug issue

management

Schedule adjustment

Coordinate schedules with related

departments according to

specifications

Development process

Manage required data and

resource requests

Data management

Language pack (English, Turkey, Arab) data management

- About 300 data management
- Translation management of 100,000 strings

<Version Management>

Create content rules that require multiple character growth to take advantage of the game's strengths

Content planning with multiple heroes

Update history management

Issue management through Red Mine

Notice of the community after organizing the modifications and improvements

System Design

Preparation of the development plan

Balance Design

Related to growth and combat systems

Setting the numerical balance

Schedule management

Update plan and schedule management

System Design

Setting up combat rules

Formulation and balance

Skill Design

General production of 72 kinds of heroes' skills

Planning various patterns to make use of other games' strengths and to differentiate them

Raid planning with various patterns

Integrated document production

• Create concepts and icons by planning skill names and tool tips

• Effect and animation production guide

Experience launching and service termination from the initial development stage…

When I first participated in the project and heard that this game was fun, I never felt so proud and rewarding.

I will not forget what I experienced during the project and try to make better games by applying them to future development.

The importance of lack of explanation

"Look before you leap"

I only thought about the notification and tutorial configuration for content opening, but I experienced that the user would not know without a shortcut button.
The part that has been tested thousands of times but is not recognized is a factor that makes the difficulty difficult for users who play the game,
and it remains a regret to discover after hearing the users' complaints.

The importance of intuition

"If you don't stand out, they don't know"

In the process of establishing a balance, I thought that the 5% and 10% increase that developers thought worked tremendously.
However, in the case of users, we found that the 5% and 10% figures do not look large, especially when playing with low initial figures.
Since then, we have changed the application method and got a good response as a result of the update.

The importance of communication

"Everyone has different thoughts"

Even when I delivered the same planning documents, I experienced that the programmer's thoughts and the effector's thoughts were different and the feeling of accepting were different.
I try to specify it in detail on the document, but it can be interpreted differently.
To prevent this, we learned that additional delivery through conversation after delivery of documents increases the delivery efficiency of work.

Experience long-term mobile game management…

In the case of Turkish services, we applied various improvements independently based on the advantage of global one-build.

In addition, the experience of dealing with various platform issues is expected to be of great help in future work.

The importance of index analysis

I experienced that the background of the long-lived game service in the short-lived mobile game market is possible because it is supplemented and improved through continuous indicator analysis. I learned that the fact that real-time workers, not business units, analyze various indicators directly or indirectly and quickly apply them to the game can be the basis for long-term live services. Based on this, the basis for removing maps with low utilization by directly analyzing the indicators of the content to be applied is prepared. I applied it to the actual live service.

The importance of managing history

I experienced that history management is even more important for games that have been serviced for a long time.

If the person in charge involved is absent, the cost of identifying the issue will inevitably be wasted.

Based on this experience, I developed a habit of always managing history through one-note use and memo.

Looking back on the past...

I have experienced various tasks and had many opportunities to test my abilities in various ways.

Among them, my biggest strength is that I want to pick the speed of handling things quickly.

I think the fact that I have maintained the amount of work without reducing the amount of work despite the decline in manpower due to the plunge in the Turkish exchange rate was a big part of my strengths. I will show you our meticulous and quick work processing skills in the given work.

Thank you

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