Kyunghwan Sul

Current: 6 Morrison Ave, Rochester, NY 14623

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Citizen of United States of America

Objective To obtain a co-op position t

To obtain a co-op position to enhance my skills as a Creative

Designer.

Education Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Game Design and Development, expected

May 2018

GPA: 3.230 Dean's List: Fall & Spring Semester, Year 2015~2016

Skills Unity (3D), HTML/CSS, Java Script, Game Audio Design, Protools

Projects College Lyfe: A board game based on a theme of college. I participated

in developing the game and created the board.

Coffee Pot: A game distribution and community platform. I designed the

computer screen and took part in the UI/UX Design.

Fighting Game (No Name): A post apocalypse themed fighting game. I am participating in creating the game as an Audio Engineer

and Game Audio Designer.

A World in 3D: Created a world in Unity3D implementing steering behaviors, collision detection and resolution, boundaries, environment and

obstacle avoidance.

Courses Current: Production Studio, Rich Media Web App Dev 1,

Interactive Game and Audio, Campaign Mgmt. & Planning, Intro

International Relations

Activities Korean International Student Association (KISA)

Member (Year 2014 \sim 2015), Secretary (Year 2015 \sim 2016), and

Vice President (Year 2016 ~ current)

Hold events and fundraising to let people know about Korea and

Korea's cultures

Experience Gracie's at RIT Rochester, NY (Feb 2015 ~ May 2015)

Served food, cooked, prepared ingredients, and cleaned up at the end

of the day.