Ryan Sul

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Game Designer with over 4 years of experience successfully launching two casual multiplayer RPG genre mobile games and managing global live services. Willing to Relocate (US Citizen).

Skills

Software : Unity
 - Microsoft Office, Google Workspace (Design Document, Data Management)
 - Monday (Project Management)
 - MySQL

Programming : C#, JavaScript

Career

Puzzle Monsters Game Designer (November 2020 - March 2024)

● **Idle Ninja Online** (March 2021 – March 2024)
 - Designed overall **fields** and **monster** concepts, scripting engaging boss combats.
 - Designed **dungeon systems**, introduced new mechanics, and implemented boss combats.
 - Designed **seasonal events**, driving revenue through event-specific content and IAPs.
 - Maintained strong KPIs with ~32K paying users (≈3% conversion) and 40% D1 retention.

● **Ninja Survivors Online** (November 2022 – March 2024)
 - Supported long-term PLC through large-scale content production and structured progression
 - Designed **daily and weekly dungeons** for sustained player engagement.
 - Improved content structure and core systems to reduce mid-game drop-off and improve retention.

Rochester Institute of Technology Research Assistant
(May 2018 - December 2018 / September 2019 - December 2019)

● **Development of VR/AR Hearing Training Program :**
 - Developed VR training tools on Microsoft HoloLens for audio professionals.
 - Designed and implemented an AR game on Microsoft Surface Pro to support patients with hearing difficulties.

Bitmango Game Design Intern (June 2017 - August 2017)

● **Mobile Puzzle Game Design :**
 - Designed levels for two published games, *Bombrix* and *Bouncy Blast*, on Google Play Store.

Education

Rochester Institute of Technology (August 2014 - May 2019)

● Game Design and Development BS