

Kyunghwan Sul

Current: 6 Morrison Ave, Rochester, NY 14623

Phone: 585-471-0218 ~ **Email:** kxs6913@g.rit.edu

Citizen of United States of America

Objective

To obtain a co-op position during the summer 2017, to enhance my skills as a Game 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, HTML/CSS, Java Script, Game Audio Design, Protocols

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.

Sweet Dream: FPS game created in Unity. I worked on the monster's AI. Nightmares go after the child and fires when the player is in range.

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 ~ 2015), **Secretary** (Year 2015 ~ 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.