Kyunghwan Sul

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Passionate Game Designer with two co-op experiences. Fast learning team-oriented player with problem solving attitude. Seeking full time position. Willing to relocate and available immediately.

Education

Rochester Institute of Technology, Rochester NY   May 2019
Bachelor of Science in Game Design and Development   **GPA:** 3.44
Dean's List: Fall 2015, Spring 2016, Spring 2017, Fall 2017, Fall 2018

Skills

Programming Languages: C#, HTML/CSS, JavaScript
Software: Unity, Visual Studio, Pro Tools, Ableton Live, MS Excel, HacknPlan (Project mgmt. tracker)
Foreign Language: Fluent Korean, written and verbal

Experience

Research Assistant, Rochester Institute of Technology, Rochester, New York   May 2018 – July 2018
                                                        Part-time Aug 2018 – Dec 2018 / Sept 2019 – Dec 2019
- Programmed in C# using Unity, I developed Ear Training Program (ETP), localization training program using Microsoft HoloLens.
- Programmed in C# using Unity, I designed and developed AR game of ETP "Catch the Thief" for Microsoft Surface Pro. (Unity)
    o "Catch the Thief" is a localization training game for patients with difficulty hearing.

Game Design Intern, Bitmango, Seung-Nam Korea   June 2017 – Aug 2017
- Directed the launch of "Bombrix" and "Bouncy Blast" which include designing of the prototypes and controlling game levels. Published in Google Play Store. (Unity)
    o Outlined both game and level design with 240+ levels. Balanced arcade mode.
- Thoroughly documented the process of the launch using Google Sheets and Google Slides.

Projects

Versus Sketches, Personal Project   Jan 2020 – Feb 2020
- Designed and developed mobile game for android, published on Google Play Store.
- Programmed in C# using Unity

Cloudus 365, Academic Project   Sept 2017 – Dec 2017
- Collaborated with a team of three to make a mobile game for android, published on Google Play Store.
- Designed game and documented on Power Point, created sounds, fixed bugs, and followed planned weekly milestones under my lead.
- Programmed in C# using Unity, sound designed in Ableton Live.

Activities

RIT Korean International Student Association (KISA)

President (2017), Vice President (2016), Secretary (2015), Member (2014)

Hosted fundraisers and social events including annual K-Pop Night, North Korean Refugee presentation, presented at RIT's annual creativity and innovation festival, led weekly meeting to share Korean culture and increase its awareness with the community.