

# Kyunghwan Sul

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## Skill

### Software

Unity, MS Office, Spreadsheet  
Game Development  
Data & Design Documentation

### Language : Korean

Fluent in native-level Korean  
Dual citizenship USA / South Korea

### Programming Language

C#, SQL, JavaScript  
Prototype development and reading

### Game Audio

SFX Production & Editing

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## Career

### Puzzle Monsters Game Designer (2020.11 - 2024.03)

#### ● Idle Ninja Online (2021.03 – 2024.03) (Unity)

- Field Design : design and implementation of map, monster, and boss concepts.
- Designing in-game contents, including boss dungeon, boss skills and combat mechanics.
- Designing, production and execution of seasonal events.
- Event IAP design, achieving max revenue of sales of \$292K during the event period.
- Achieved 1.08 million downloads in both major markets and an annual max revenue of \$3.85 million. (~~₩~~1300 = \$1)

#### ● Ninja Survivors Online (2022.11 – 2024.03) (Unity)

- Concept design and implementation of in-game chapters.
  - Balancing Normal and Hard difficulty chapters.
  - Participating in the development of all in-game contents, including boss battles.
  - Achieved 840K downloads on both major markets and generated \$846K in revenue. (~~₩~~1300 = \$1)
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### Rochester Institute of Technology Research Assistant (2018.05 - 2018.07)

Part-time : 2018.08 - 2018.12 / 2019.09 - 2019.12

- Development of VR/AR based hearing training program. (Unity)
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### Bitmango Game Design Intern (2017.06 - 2017.08)

- Level design for mobile puzzle games. (Unity)
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## Academic

### Rochester Institute of Technology (2014.08 - 2019.05)

Game Design and Development  
GPA : 3.44 / 4.0