

Kyunghwan Sul

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Objective	To obtain a co-op position to enhance my skills in the field of Game Design and Development
Education	<p>Rochester Institute of Technology, Rochester, NY</p> <p>Bachelor of Science in Game Design and Development, expected May 2019</p> <p>GPA: 3.390 Dean's List: Fall & Spring Semester, Year 2015~2016 / Fall Semester, Year 2017~2018</p>
Skills	Unity, C#, HTML/CSS, JS, Game Audio Design
Projects	<p>Bombrix: Mobile puzzle game currently up in Google Play Store. Worked as the game designer of the game from start to end. Created 240+ levels and balanced arcade mode. (10,000~50,000 Downloads)</p> <p>Bouncy Blast: Mobile game with a mixture of puzzle and brick breaker rule. Currently up in Google Play Store Worked as a game designer of the game. (1,000~5,000 Downloads)</p> <p>Cloudus 365: Mobile casual game currently up in Google Play Store. Game Designed the whole game. Created all the sound and participated on the development. Connected the game to Play Store and Admob myself.</p>
Activities	<p>Korean International Student Association (KISA)</p> <p>Member (Year 2014 ~ 2015), Secretary (Year 2015 ~ 2016), Vice President (Year 2016 ~ 2017), President (Year 2017)</p> <p>Hold events and fundraising to let people know about Korea and Korea's cultures</p>
Experience	<p>Bitmango Seung-Nam, Korea (June 2017 ~ Aug 2017)</p> <p>Intern Game Designer – Worked with a developer. We were put into team to make new type of games that the company have not tried.</p>