Kyunghwan Sul

Mobile : 585-471-0218 | E-mail : kyunghwan789@gmail.com | Portfolio : khwan789.github.io

Dual citizenship in the USA and South Korea, fluent in native-level Korean.
Unity Engine: Designed and live-serviced "Idle Ninja Online". (3 years)
Unity Engine: Designed and live-serviced "Ninja Survival Online". (1 year)
Unity Engine: Developed a multi-platform hearing training program. (1 year).
Level design for Bombrix and Bouncy Blast, AOS/IOS mobile puzzle games. (3 months)

Career

Puzzle Monsters   2020.11 - 2024.03

● **Idle Ninja Online** (2020.03 – 2024.03)

- Designing in all areas of the game.
(Content, system, balance, levels, etc.)
- Achieved 1.08 million downloads on both major markets and an
annual max revenue of $3.85 million. (₩1300 = $1)
- Event planning, achieved max revenue of $292,000 during specific
event periods.

● **Ninja Survivors Online** (2022.11 – 2024.03)

- Content and system design.
- Participated in development of all in-game content including
chapters and boss battles.
- Achieved 840K downloads on both major markets and
generated $846K in revenue. (₩1300 = $1)

Rochester Institute of Technology   2018.05 - 2018.07
Part-time : 2018.08 - 2018.12 / 2019.09 - 2019.12

● **Research**

- Developed a hearing training program using Unity for use on Microsoft
HoloLens and Surface Pro.

Bitmango   2017.06 - 2017.08

● **Bombrix**

- Content and level design.
- Designed over 240 levels and an arcade mode.
- Achieved 5,000 downloads on Google Play Store.

● **Bouncy Blast**

- Overall game design and level design.
- Achieved 1,000 downloads on Google Play Store.

Skill	**Programming Language**: C#, HTML/CSS, JavaScript
	Software : Unity3D
	Language : Korean

| Academic | **Rochester Institute of Technology** | 2014.08 - 2019.05 |

Game Design and Development
GPA : 3.44 / 4.0