

# Ryan Sul

Mobile : 585-471-0218 | E-mail : [kyunghwan789@gmail.com](mailto:kyunghwan789@gmail.com) | Portfolio Site : [khwan789.github.io/en](http://khwan789.github.io/en)

Game Designer with over 4 years of experience successfully launching two casual multiplayer RPG genre mobile games and managing global live services. Willing to Relocate (US Citizen).

---

## Skills

**Game Design** : Content Design, System Design, Event Design

**Tools** : Unity, Unreal Engine 5

- Microsoft Office, Google Workspace (Design Document, Data Management)
- Monday (Project Management)

**Programming** : C#, SQL, JavaScript

---

## Career

**Puzzle Monsters Game Designer** (November 2020 - March 2024)

- **Idle Ninja Online** (March 2021 – March 2024)

- Designed overall **fields** and **monster** concepts, scripting engaging boss combats.
- Designed **dungeon systems**, introduced new mechanics, and implemented boss combats.
- Designed **seasonal events**, driving revenue through event-specific content and IAPs.
- Drove 1.08M downloads and \$3.85M annual revenue on Google Play and App Store.

- **Ninja Survivors Online** (November 2022 – March 2024)

- Designed **main chapter systems** with level layouts, monster designs, and boss patterns.
  - Designed **daily and weekly dungeons** for sustained player engagement.
  - Drove 840K downloads and \$846K in revenue on Google Play and App Store.
- 

**Rochester Institute of Technology Research Assistant**

(May 2018 - December 2018 / September 2019 - December 2019)

- **Development of VR/AR Hearing Training Program :**

- Developed VR training tools on Microsoft HoloLens for audio professionals.
  - Designed and implemented an AR game on Microsoft Surface Pro to support patients with hearing difficulties.
- 

**Bitmango Game Design Intern** (June 2017 - August 2017)

- **Mobile Puzzle Game Design :**

- Designed levels for two published games, *Bombrix* and *Bouncy Blast*, on Google Play Store.
- 

## Education

**Rochester Institute of Technology** (August 2014 - May 2019)

- Game Design and Development BS