

Kyunghwan Sul

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

Skills

Software

Unity, Microsoft Office, Google Workspace
Game Development, Data & Design Documenting

Game Audio

Pro Tools, Audacity
SFX Production & Editing

Programming Languages

C#, SQL, JavaScript
Prototype development and reading

Career

Puzzle Monsters Game Designer (2020.11 - 2024.03)

- **Idle Ninja Online** (2021.03 – 2024.03) (Unity)

- Field Design : Designed and implemented map, monster, and boss concepts.
- Designed in-game content, including boss dungeons, boss skills, and combat mechanics.
- Designed, produced, and executed seasonal events.
- Designed event IAPs, achieving maximum revenue of \$292K during the event period.
- Achieved 1.08 million downloads on Google Play and App Store with an annual maximum revenue of \$3.85 million USD.

- **Ninja Survivors Online** (2022.11 – 2024.03) (Unity)

- Designed and implemented in-game chapters.
 - Balanced Normal and Hard difficulty chapters.
 - Participated in the development of all in-game content, including boss battles.
 - Achieved 840K downloads on Google Play and App Store, generating \$846K in revenue USD.
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Rochester Institute of Technology Research Assistant

(2018.05 - 2018.12 / 2019.09 - 2019.12)

- Development of VR/AR based hearing training program. (Unity)

- Developed VR tools targeted at professionals in the audio industry. (Microsoft HoloLens)
 - Implemented an AR game for patients with hearing difficulties. (Microsoft Surface Pro)
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Bitmango Game Design Intern (2017.06 - 2017.08)

- Level design for mobile puzzle games. (Unity)

- Published two mobile puzzle games, Bombrix and Bouncy Blast, on the Google Play Store.
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Education

Rochester Institute of Technology (2014.08 - 2019.05)

- Game Design and Development BS