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

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Game Design and Development, expected May 2018

GPA: 3.320   **Dean's List**: Fall Semester, Year 2015~2016

Skills

Autodesk Maya, Unity, Photoshop, C#, C++, Html/CSS

Projects

Dungeon under a House: Modeled 3D objects that went into the house, in which user can walk around, using Maya and Unity 3D.

A World in 3D: Created a world in Unity3D implementing steering behaviors, collision detection and resolution, boundaries, environment and obstacle avoidance.

Coffee Pot: As a team I designed Coffee Pot, a game distribution and community platform.   I designed the computer screen and took part in the UI/UX Design.

Courses

Current: Data Structures, Algorithms for Games, & Simulations I, Game Design & Development I, Web Design & Implementation

Completed: Discrete Mathematics, Intro to Interactive Media, Game Development & Algorithmic Problem Solving I & II, College Physics I, Math Graphical Simulation I & II, 2D & 3D Animation and Asset Production, [Interaction, Immersion & Media Interface], Interactive Media Development

Activities

Korean International Student Association (KISA)

Member (Year 2014 ~ 2015) ~ **Secretary** (Year 2015 ~ Present)

Hold events and fundraising to let people know about Korea and Korea's cultures

Experience

Gracie's at RIT Rochester, NY   (Feb 2015 ~ May 2015)

Served food, cooked, prepared ingredients, and cleaned up at the end of the day.