

# Kyunghwan Sul

**Current:** 6 Morrison Ave, Rochester, NY 14623

**Phone:** 585-471-0218 ~ **Email:** [kxs6913@g.rit.edu](mailto:kxs6913@g.rit.edu)

Citizen of United States of America

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| <b>Objective</b>  | To obtain a co-op position to enhance my skills as a Creative Designer.  |
| <b>Education</b>  | <p><b>Rochester Institute of Technology</b>, Rochester, NY</p> <p><b>Bachelor of Science in Game Design and Development</b>, expected May 2018</p> <p><b>GPA:</b> 3.370 <b>Dean's List:</b> Fall &amp; Spring Semester, Year 2015~2016</p>   |
| <b>Skills</b>     | Unity (3D), HTML/CSS, Java Script, Game Audio Design, Protocols  |
| <b>Projects</b>   | <p><b>College Lyfe:</b> A board game based on a theme of college. I participated in developing the game and created the board.</p> <p><b>Coffee Pot:</b> A game distribution and community platform. I designed the computer screen and took part in the UI/UX Design.</p> <p><b>Fighting Game (No Name):</b> A post apocalypse themed fighting game. I am participating in creating the game as an Audio Engineer and Game Audio Designer.</p> <p><b>A World in 3D:</b> Created a world in Unity3D implementing steering behaviors, collision detection and resolution, boundaries, environment and obstacle avoidance.</p> |
| <b>Courses</b>    | <b>Current:</b> Production Studio, Rich Media Web App Dev 1, Interactive Game and Audio, Campaign Mgmt. & Planning, Intro International Relations  |
| <b>Activities</b> | <p><b>Korean International Student Association (KISA)</b></p> <p><b>Member</b> (Year 2014 ~ 2015), <b>Secretary</b> (Year 2015 ~ 2016), and <b>Vice President</b> (Year 2016 ~ current)</p> <p>Hold events and fundraising to let people know about Korea and Korea's cultures</p>   |
| <b>Experience</b> | <p><b>Gracie's at RIT</b> Rochester, NY (Feb 2015 ~ May 2015)</p> <p>Served food, cooked, prepared ingredients, and cleaned up at the end of the day.</p>  |