Ryan 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. Willing to Relocate (US Citizen).

Skills

Game Design : Content Design, Event Design

Tools : Unity
- Microsoft Office, Google Workspace (Design Document, Data Management)
- Monday (Project Management)
- MySQL

Programming : C#, 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