**Kyunghwan Sul**

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

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Citizen of United States of America

**Objective** To obtain a co-op position to enhance my skills as a Creative Designer.

**Education Rochester Institute of Technology**, Rochester, NY

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

**GPA**: 3.370 **Dean’s List**:Fall & Spring Semester, Year 2015~2016

**Skills** Unity (3D), HTML/CSS, Java Script, Game Audio Design, Protools

**Projects College Lyfe: A** board game based on a theme of college. I participated in developing the game and created the board.

**Coffee Pot:** A game distribution and community platform. I designed the computer screen and took part in the UI/UX Design.

**Fighting Game (No Name):** A post apocalypse themed fighting game. I am participating in creating the game as an Audio Engineer and Game Audio Designer.

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

**Courses Current**: Production Studio, Rich Media Web App Dev 1, Interactive Game and Audio, Campaign Mgmt. & Planning, Intro International Relations

**Activities Korean International Student Association (KISA)**

**Member** (Year 2014 ~ 2015), **Secretary** (Year 2015 ~ 2016), and

**Vice President** (Year 2016 ~ current)

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.