

Karl Sun
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EDUCATION:

Rochester Institute of Technology (RIT)

Game Design and Development Bachelor of Science

3.71 GPA

Courses: Interactive Media Development (C#, Unity), Introduction to Game Web Tech (HTML, CSS, JavaScript), 3D Animation and Asset Production (Maya), Game Design and Algorithm Problem Solve I & II (C#)

Rochester, NY
Expected June 2022

SKILLS:

Software: Unity, Unreal, Visual Studio, Notepad++, Maya, Adobe Photoshop

Coding Languages: C#, C++, Java, JavaScript, PHP, HTML, Python

PROJECTS:

ArabianKnight

January 2019 – May 2019

- Worked with a group of 3 to create a simple one level 2D top down game in MonoGame using Visual Studio and C#
- Developed the main character controls, 3 unique abilities, and attack detection which gives players a unique experience in exploring the game
- Developed a map editor, wall & enemy collision, and GUI allowing for easier development of levels
- Lead the team to meet deadlines, schedule meetings, and structure out the coding

Asteroid

October 2019

- Worked in Unity to create an adaptation of the basic Asteroids arcade game using C#
- Created a main player (ship) with real-life like acceleration and movement and randomly generated asteroids with unpredictable behaviors that splits into two in order invoke a fun space-like theme
- Implemented my own version of circle collision allowing for accurate gameplay experience

Vayne CrossBow

October 2019

- Created a simple replica of League of Legends Vayne's in-game crossbow using Maya
- Used online available assets to decorate the crossbow, giving it a similar in-game metallic look
- Developed own UV Map, Ambient Occlusion, and Normal Map

Connect4

January 2018

- Built an adaptation of Connect4 using MonoDevelop and C++
- Used console input and output to create a sense of user interface by outputting a game board to the player and allowing them to dictate where to input pieces using a coordinate system

Minesweeper

March 2016

- Created a replica of minesweeper in MonoDevelop using Java
- Developed an interactive user experience by displaying the game board through console

WORK EXPERIENCE:

Barista

January 2019 - Present

Beanz RIT

Rochester, NY

- Make hot drinks, smoothies, and milkshakes for customers while also handling money transactions
- Trained 4 new baristas on topics such as how to make drinks and providing excellent customer service.

Barista

June 2018 – Aug 2018

Ateaz Organic Coffee & Tea

Astoria, NY

- Made various types of hot drinks including drip coffees, lattes, cappuccinos, frappes, and various teas
- Communicated efficiently with fellow workers to successfully open and close store

EXTRACURRICULAR:

- RIT JV CS: GO Esports Team

September 2018 – December 2018