

Mingyeom Song

10, Geumhwa-ro 58beon-gil, Giheung-gu, Yongin-si, Gyeonggi-do, Republic of Korea | Phone: +82-10-9342-8173 | E-Mail: oddmune@gmail.com

OBJECTIVE

To apply to a game design school to further develop my career as a game designer
Details of my CV is on my website <https://odd-mune.github.io/>

EDUCATION

Kyung Hee University

College of Art & Design

BA in Digital Contents (GPA 4.05/4.3)

Mar 2020 - Feb 2025
Yongin-si, Republic of Korea

POCU Academy

Completed 'Introduction to Practical Programming (C#)'

May 2023 - July 2023

EXTRACURRICULAR ACTIVITIES

A Cup Embodying the Aesthetic of Restraint Crowdfunding – Designer

Dec 2020 - Jul 2021

- Product packaging design including postcards, gifts, etc.
- Crowdfunding web design
- Product Photography and Editing

Board Game 'Who[hu]' Crowdfunding – Designer & QA

Jul 2021 - Jun 2023

- Board / Level Design (Sole)
 - Designed the structures for a well-balanced, strategic gameplay
 - Drew the entire board
- Card Design
 - Designed the layout (another team member does character and world design)
- Rulebook Design
 - Designed the layout (rule/systems design is done by another team member)
- Game Introductory Comic
- Logo Design

LoveCharm Social Media Viral Commercial Video – Director, Cinematographer, Stylist

Sep 2021 - Nov 2021

- Team Leader
- Pre-production
 - Storyboard
 - Location scouting
 - Equipment rental
 - Shooting scheduling
 - Styling
- Production
 - Shooting (There were two cinematographers)
- Won the Outstanding Award from the 2021 Design Marketing Support Group, a combined group of LINC+ Program of Kyung Hee University and SNIP (Seongnam Industrial Promotion Agency).

Capturing the Moon – Solo

Jan 2022 - Mar 2022

- Projection mapping
- Creating the video to map
- New Media Art Exhibition 'Harmony: 10 Lights'

Interactive Website 'Emoji Human' – Web Designer / Programmer

Aug 2022 - Feb 2023

- Team leader
- Frontend Design
- GitHub page integration
- Web development
- Emoji Translator
- 2023 Design Alliance Exhibition Octarine

Interactive Storytelling Game 'IMYMIMINE' – Game Designer / Programmer

Jul 2023 - Aug 2023

- Team leader
- Sole game programmer using Unity
- Storyboard
- Kyung Hee University Integrated Exhibition 'Trajectory'

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Tycoon Game ‘Cocktail Hour’ – Game Designer

Jul 2023 - Aug 2023

- Team leader
- I did all the design work except worldbuilding and narrative design
- Tycoon rules, systems
 - Defined the parameters that determines each customers’ cocktail tastes, cocktail ingredients
 - Designed the rating system with the game programmer
- Gameplay mechanics

Cooking Adventure Game ‘Gourmet of Fire’ – Game Designer / Programmer

Jan 2024 - Nov 2024

- Team leader
- Gameplay / Level / World Design
- Gameplay Programmer
- The 23rd Kyung Hee University Dept of Digital Contents Graduation Exhibition

AWARDS & ACHIEVEMENTS

- Outstanding Award at the Design Marketing Support Team from Kyung Hee University (2021)
- Outstanding Award at the Department of Digital Contents Graduation Exhibition from Kyung Hee University (2024)

SKILLS & LANGUAGES

- | | | |
|-----------------------|---------------------|-----------------------|
| • Native in Korean | • Unreal Engine | • Adobe Photoshop |
| • English (TOEIC 9xx) | • Miro Boards | • Adobe Premiere Pro |
| • Github | • Figma Jam | • Adobe After Effects |
| • Sourcetree | • Notion | • Autodesk Maya |
| • Unity | • Adobe Illustrator | • Houdin |