

Bryan Oh Chung

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EDUCATION

University of Pennsylvania

B.S.E. in Computer Science & Computer Graphics

Major in Digital Media Design

Philadelphia, PA

Expected May 2028

- **Relevant Coursework:** Programming Languages/Techniques, Discrete Mathematics, 3D Modeling
- **Activities:** UPenn Game Research and Development Environment (UPGRADE) Club, UPenn SIGGRAPH

EXPERIENCE

Makeability Lab, University of Washington (Allen School of Computer Science)

Seattle, WA

AR Game Research Project Intern

Jun 2023 - Jan 2024

- Sole intern selected for AR game prototype research project
- Utilized past Unity and iOS dev experience, and used Lightship ARDK to develop context-aware game AI capable of mapping/navigating the player's physical space/environment
- Contributed to programming, game design, art, and UI/UX design, and created rapid weekly prototypes based on playtesting
- Showcased weekly app demos to lab faculty for iterative feedback

PROJECTS

Möbelmon

Summer 2022 - present

Unity, C#, Blender

- Solo-developed and commercially released action/creature-collecting iOS game on the App Store
- Programmed game mechanics and designed core gameplay feedback loop with high replayability
- Created all 3D art assets, environments, and character animations
- Authored custom stylized toon and effect shaders in Unity's Shader Graph
- Implemented responsive control system for mobile designed for intuitive, one-finger play
- Built a modular and reusable UI system with a high level of animation polish

Lakeside Guesser

Fall 2022

JavaScript, Three.js, HTML/CSS, SQL

- Used Three.js to build a GeoGuessr-style web game featuring an interactive 3D school campus map
- Created a lightweight UI and card game animation system using CSS and JavaScript

Web Minigame Projects

2020 - present

Unity, C#, Blender

- Develop web games in Unity, improving skills in game programming patterns and art direction
- Create all 3D art assets and design all UI/UX elements, with a focus on clean UI animation
- Participate in game jams, developing polished games from scratch within 24 and 48-hour deadlines

SKILLS / AWARDS / INTERESTS

Tech: Unity, C#, Niantic Lightship, Unreal, C++, Java, OCaml, Git, HTML/CSS, JavaScript, Three.js

Art/Design: Blender, Maya, Substance 3D Painter, Photoshop, Illustrator, InDesign, Figma

Awards: National YoungArts Award With Distinction in Design, National Merit Scholarship Winner, Penn UPGRADE Fall '22 Game Jam Winner (Grand Prize)

Interests: Graphic/product design, animation, screenwriting