

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:** Interactive Computer Graphics, Advanced Rendering, Data Structures & Algorithms, Computer Systems, Linear Algebra, 3D Modeling, Unreal Engine Development, Game Design, Computer Animation
- **Activities:** Penn UPGRADE, Penn Spark, Penn SIGGRAPH

Experience

Electronic Arts - Full Circle Studio

Character Artist Intern, *skate.*

Kirkland, WA (Remote)

May 2025 - Aug 2025

- Created AAA-quality textures and PBR surfacing work for 3D character, clothing, and skateboard assets aligned with *skate.*'s stylized art direction
- Onboarded quickly to learn Frostbite's artist pipeline, authoring work using Maya and Substance Painter, and worked with character art team to learn custom asset workflows
- Worked from concept art and incorporated iterative feedback from art directors to maintain consistent style and match character team quality guidelines
- Met all live-service content deadlines, and worked with art team and producers to proactively flag pipeline-blocking issues

University of Washington (Allen School of CS) - Makeability Lab

Seattle, WA

AR Game Research Intern

Jun 2023 - Jan 2024

- Utilized past Unity and iOS dev experience, and used Lightship ARDK to develop context-aware game AI capable of mapping and navigating a player's physical space
- Contributed to programming, design, art, UI/UX, and created iterative playtest builds for lab feedback

Projects

Möbelmon

Unity, C#

- Solo-developed creature-collecting roguelike for mobile, available on iOS and Android
- Responsible for all code, game mechanics, and core gameplay loop design, with a focus on replayability
- Created all 3D assets, environments, stylized animations, and authored toon shaders and effects
- Built a modular animated UI system and designed control scheme for intuitive one-touch play

Mini Minecraft

C++, OpenGL, GLSL

- Custom 3D procedural voxel game engine written in C++ and OpenGL, inspired by Minecraft
- Implemented efficient block and terrain rendering, ambient occlusion, shadowmapping, world curvature
- Wrote dynamic skybox shaders and created custom ambient light color contribution for block rendering

Skills / Awards / Interests

Tech: Unity, C#, Unreal, C++, OpenGL, GLSL, C, Java, Git, HTML/CSS, JavaScript, Three.js

Art/Design: Blender, Maya, Substance Painter, Photoshop, Figma, Illustrator, Premiere, After Effects

Awards: National YoungArts Award With Distinction in Design, National Merit Scholarship Winner

Interests: Graphic design, animation, screenwriting