

# Bryan Oh Chung

Seattle, WA | [bryanohchung@gmail.com](mailto:bryanohchung@gmail.com) | (206) 669-2799 | [bran.organic](http://bran.organic) | [linkedin.com/in/bryanohchung](https://linkedin.com/in/bryanohchung)

## EDUCATION

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

## EXPERIENCE

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### Electronic Arts - Full Circle Studio

Associate 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
- Proactively flagged pipeline-blocking issues and consistently met live-service content deadlines

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

AR Game Research Intern

Seattle, WA

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

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### Möbelmon

Unity, C#, Blender

Summer 2022 – present

- Solo-developed and commercially released action/creature-collecting iOS game on the App Store
- Responsible for all code, game mechanics, and core gameplay loop design, with a focus on replayability
- Created all 3D assets, environments, and animations, and authored stylized toon shaders and effects
- Implemented a 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

JavaScript, Three.js, HTML/CSS

Fall 2022

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

## SKILLS / AWARDS / INTERESTS

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**Tech:** Unity, C#, Unreal, C++, OpenGL, GLSL, C, Java, OCaml, 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/product design, animation, screenwriting