

Georgia Institute Of Technology
Computational Media

CAREER OBJECTIVE

- I am an aspiring game developer who wishes to seek a position in game development as a Creative Director. Empathetic narrative storytelling and creating immersive and expansive worlds for players to explore is my objective in my work.

SKILLS

- Computer Science: Programming in C# and Java, PC hardware, Game Development in Unity, GameMaker Studio, and Monogame.
Game Development: 5 years of experience in the field. Strong grasp of design techniques and technical components. Experience in music production roles, project management, and design.
- Soft Skills: Strong leadership abilities, team-building, Conscientious, Strong Communication background, Fluent in Korean, Writing-oriented, Documentation Abilities.

EXTRA CURRICULAR ACTIVITIES**Aurora Game Development Club**

- *October 2018 - May 2019* I served as the current active president of the organization, administering meetings and coordinating project groups in order to provide a professional and productive environment for student game developers to gain knowledge and experience in their journey to break into the industry.

Development Club at South Forsyth High School

- *Sept 2016 - May 2018*. I founded and served as the first President of the club and as a senior mentor for the narrative and game design, and programming fields. I organized events and collaborated with my fellow senior peers to provide aid to aspiring game developers with their own projects and portfolios.

Technology Student Association (TSA) Video Game Design

- *Aug 2015 - 2017*. I led a team of six individuals in developing video games for competition on the national level. I filled the roles of director, writer, and programmer. We were awarded 2nd and 5th place for the two years we completed.

Future Business Leaders of America (FBLA) Video Game Design/Cybersecurity

- *Aug 2016 - 2018*. I led a small team of my peers to develop video games for evaluation in competition.
- *Aug 2016-2017*. I have competed in competitions that test my knowledge of cybersecurity. I placed 3rd in this competition.

CyberPatriot

- *Oct 2016 - March 2017*. I participated in team-based cybersecurity competitions on the regional level, reaching gold rank as an overall team.

Independent Game Development

- *May 2017 - July 2018*. I created a team of my peers to develop an indie video game to be released in September of 2018. I function as game director, writer, and auxiliary programmer/composer, managing the team's assets and workflow while maintaining creative direction.
- *August 2017 - Current*. I along with a team of my peers gathered together during our first year of college to develop a game to be showcased at Siegecon 2018. As of now we are currently preparing for a final release to be announced in the spring of 2019.

WORK/CAREER EXPERIENCE**Server Assistant 2017-2018**

- *10 hours/week*. I worked as a server assistant at the Italian cuisine establishment at Colletta in the Avalon. I aided in serving guests and clearing/resetting tables.

Aurora Game Development Club President 2018-2019

- *Full time*. I currently serve as the president of the organization, my duties being the maintenance of the club, delegation of tasks throughout the member base, and administering meetings and individual project groups.