

## GAME DESIGNER & COMBAT DESIGNER

Passionate and creative aspiring game developer with a strong design foundation and a passion for creating interactive gaming experiences. I am specifically interested in designing character combats and unique mechanics in various games. Seeking a captivating opportunity to contribute technical skills and collaborate in a dynamic game development environment.

## PROJECTS

### Minigame Designer - Japanese Salary man

January 2025 - Present

- Conceptualizing and designing interactive office-themed minigames: central to the protagonist's daytime routine within a corporate setting, transforming mundane work tasks into fast-paced, satirical gameplay experiences.
- Design and prototype multiple arcade-style activities with programmers, including:
  - A file-sorting challenge focusing on rapid pattern recognition and time-based decision-making.
  - A coffee-making minigame, emphasizing multitasking, urgency, and flow-based gameplay loops.
- Design character-specific gameplay elements that match each coworker's personality and role, reinforcing narrative immersion through mechanics.
- Author comprehensive design documentation, wireframes, and gameplay specs to ensure effective implementation by the development team.

### Game Designer / Lead Artist - Dungeons and Anteaters (DNA)

March 2024 - December 2024

- Led the design and art direction of a single-player 2D action RPG/souls-like game, contributing to its unique and challenging player experience as both a Designer and Lead Artist.
- Spearheaded combat design: crafted intricate combat mechanics for the main character and enemies, ensuring engaging gameplay that aligns with the game's core vision.
- Created all animations for the main character: designed unique movement and attack sequences, enhancing the game's visual and interactive quality. Used the program called "Aesprite" for art.
- Collaborated cross-functionally: worked closely with both design and art teams to align character models, animations, and environmental assets with project goals and aesthetic standards.

## Education

### [University of California, Irvine]

Bachelor of Science in Game Design and Interactive Media (Expected graduation: December 2025)

## SKILLS

### Soft Skills

- Strong problem-solving skills
- Leadership and team management skills
- Team collaboration and coordination
- Attention to detail and accuracy
- Passionate about learning new techniques

### Technical Skills

- Programming Languages: C#, Python
- Game Engines: Unity, Unreal Engine 5
- Photoshop: Adobe Photoshop, Blender, Maya
- Communication tools: JIRA, Slack
- Language: English, Korean

## LEADERSHIP EXPERIENCE

### Founder/President, United Korean American Leaders Club (UKAL)

- Structured and led the organization, made up of over 50 members and leaders, through trainings, weekly meetings, and communication workflows.
- Organized and hosted events to create awareness and raise \$2000+ in funds for organizations, including fundraisers, orientations, clubbing events, gathering events, freshman welcoming events, and more.
- Drafted and led discussions to create the organization's code of conduct and leadership structures, leading to 22 leaders and members
- Reached out to outside organizations from other universities or businesses, such as local restaurants, UKV, KASA, Ottogi, Weee, and more, for collaborations and extensions of events