
SKILLS

Graphics: Adobe Photoshop, Illustrator, After Effects, Muse; Maya, Substance Painter.

Engines: Unreal Engine 4, Unity.

Programming: Blueprint, C#, C++, Processing.

Office Software: Microsoft Word, Excel, Powerpoint.

EDUCATION

Savannah College of Art and Design - Savannah, GA	2015-2017
• Bachelor of Arts - Game Development	
Fairleigh Dickinson University - Madison, NJ	2012-2015

EXPERIENCE

Hidden Legend Games - Krin	July - November 2017
• Third-Person 3D Platformer currently in development.	
• Level Designer	
Entelechy - Aspiring Artist of the Year Award	May 2017
• Awarded for 'Lumi' a mobile game concept	
2017 Global Game Jam - "Prism"	February 2017
• First-Person 3D Puzzle Platforming Game created in Unity. Won 'Best Use of Theme'.	
• Gameplay Design / Lead Level Designer / Asset Manager	
SCAD League of Legends Collegiate Team	March 2016
• Made top 32 teams in the country.	
• Landed \$1,000 scholarship prize.	
Art Empire - Internship	Summer 2015
• 2D and 3D art outsourcing company based in Shanghai, China.	
• Workflow Assistant - Helped manage and distribute work between managers and artists.	

MISCELLANEOUS

Languages

English, Conversational Korean

Games That Have Influenced Me

Mabinogi • Starcraft • Taiko no Tatsujin • League of Legends • Warcraft III • Overwatch • Monster Hunter • Dota • Jak and Daxter • Magic: The Gathering • Pokemon • DJ Max • Minecraft • Deemo • Black Desert Online • Chess • Crisis Core • Tekken • Monopoly Deal • Seven Knights • Mario Kart DS