

YONGWON CHO

with valid work permit visa

STEM OPT

I am looking for an entry video game design role at a gaming studio and willing to express both my academic proficiency and passion for the role.

I am exceedingly confident to learn quickly and make a contribution to the project. I have a passion to creative intuitive and engaging gameplay experiences and aim to deliver the video games that resonate with the players as I have been.

If you have any openings for a design role, I would really appreciate to look at my portfolio in my [webpage!](#)

www.yongwoncho.com

EXPERIENCE

Sep. 2023

~Apr. 2024

7 months

● Kilonova Creative Director

Kilonova developed in Unreal Engine 5 ([launched on Steam](#)).

- Designed UI Prototype and laid out UI assets.
- Programmed front-end elements and animated UI with Unreal 5 UMG.
- Renewed and reorganized narrative elements, including documenting character personas, and backgrounds. Collaborated with environment taskforce to deliver environmental storytelling features.

📍 Sleepy Spirit (Redmond, WA)

Dec. 2022

~Sep. 2023

9 months

● IFA 2023 Berlin Intern - International marketer

International marketing intern at a B2B network device manufacturer.

- Designed marketing materials and booth layout for IFA 2023 Berlin exhibition.
- Presented products and served as an interpreter.

📍 NST (Hybrid, Berlin, Germany)

Aug. 2022

~Apr. 2023

8 months

● Onibi, Lost spirits Quality Director

Onibi, Lost spirits developed in Unreal Engine 5, is a Japanese themed 3D platforming puzzle game controlling 3 Onibi (Demon fire) with distinctive abilities.

- Directed aesthetic of the game and visual schema as a Japanese cultural specialist.
- Designed the Onibi system, the core puzzle mechanic.

📍 Automated Madness (Redmond, WA)

Feb. 2019

~Apr. 2019

2 months

● NST Intern - Software programmer

Software programming intern at a B2B network device manufacturer.

- Conducted hardware tests and wrote web GUI for network devices such as Layer 2/3 switching hubs and Power over Ethernet routers.

📍 NST (Seoul, South Korea)

Mar. 2017

~Jul. 2017

4 months

● Hello Reaper Producer

Hello Reaper developed in C++, is a Sci-Fi themed fast-paced top-down action shooter game with a semi-roguelike system.

- Designed enabled tile-based movement system including the core movement mechanic, and the active tiles system for strategic action.
- Responsible for main level design and sound effects design.

📍 Miru (Seoul, South Korea)

DETAILS

- 📍 12655 120th Ave NE, Kirkland, WA 98034
- 📞 +82 010-2878-3723
- ✉ one.yongwon.cho@gmail.com
- 🌐 www.yongwoncho.com
- 👤 @Yongwon Cho

SKILLS

游戏技巧

- Contents Design
- System Design
- Level Design
- UI/UX Design
- Technical Design
- Combat Design

工具

- Unreal Engine 5
- Unity Engine
- Adobe Photoshop
- Autodesk Maya
- Visual Studio
- Visual Studio Code
- Git
- SVN

PROGRAMMING

- C#
- C++
- C

TRILINGUAL

- Korean
- English
- Japanese

EDUCATION

Aug. 2016

~Apr. 2024

7 years and 8 months

● DigiPen Institute of Technology (ABET Certified)

Bachelor of Science in Computer Science and Game Design

📍 Redmond, WA, United States

📅 3 years of Military duty in Korea