

# 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 create 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** • **Kilonova** Creative Director  
7 months
- 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** • **IFA 2023 Berlin** Intern - International marketer  
9 months
- 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** • **Onibi, Lost spirits** Quality Director  
8 months
- 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** • **NST** Intern - Software programmer  
2 months
- 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** • **Hello Reaper** Producer  
4 months
- 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 120<sup>th</sup> Ave NE, Kirkland, WA 98034  
☎ +82 010-2878-3723  
✉ [one.yongwon.cho@gmail.com](mailto:one.yongwon.cho@gmail.com)  
🌐 [www.yongwoncho.com](http://www.yongwoncho.com)  
📱 @Yongwon Cho

### SKILLS

#### 🎮 Game Design

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

#### 🔧 Tools

- 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** • **DigiPen Institute of Technology** (ABET Certified)  
7 years and 8 months
- Bachelor of Science in Computer Science and Game Design
- 📍 Redmond, WA, United States  
📅 3 years of Military duty in Korea