

# YONGWON CHO

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

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

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.
- Communicated between NST and SOREST株式会社, a Japanese B2B consulting firm.

📍 NST (Hybrid, Berlin, Germany)

Aug. 2022

### -Apr. 2023 • 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 • 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 • 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)

## EDUCATION

Mar. 2016

### -Apr. 2024 • 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

### DETAILS

🏠 12655 120<sup>th</sup> Ave NE, Kirkland, WA 98034

📞 +1 206-739-3739

✉ one.yongwon.cho@gmail.com

🌐 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