

HYUN JONG WON

Game / Level Designer

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EDUCATION

CARNEGIE MELLON UNIVERSITY, Entertainment Technology Center 2017.09 - Present
Master of Entertainment Technology
_ Concentration in Game Design

RYERSON UNIVERSITY, School of Computer Science 2017.01 - 2017.06
Computer Science, Continuing Studies

UNIVERSITY OF WATERLOO, School of Architecture 2011.09 - 2016.08
Bachelor of Architectural Studies, Honours Co-op
_ Graduated with Distinction

ACADEMIC PROJECTS

Enigma, Puzzle / Level Designer | Entertainment Technology Center 2018.01 - Present
_ Responsible for prototyping and playtesting collaborative, roleplaying puzzles within a tabletop setting.
_ Responsible for the design of physical props that are integrated with the digital app.

Building Virtual Worlds, Game Designer | Entertainment Technology Center 2017.09 - 2017.12
_ Responsible for game, level, and environment design. Actively devised a rapid prototyping design process.
_ Designed control mechanics and interaction flow for the HTC Vive, Oculus Touch, and HoloLens platforms.
_ Responsible for physical fabrication of prototype models and props using various crafting techniques.

PERSONAL PROJECTS

Death Grip, Experience Designer | Tabletop Roleplaying Game 2018.02 - 2018.03
_ Prototyped a Tabletop Roleplaying Game (TRPG) for a Game Design course instructed by Jesse Schell.
_ Produced all the necessary materials: the story narrative, character sheets, drawings, puzzles, etc.

Transmission, Game / Level Designer | Global Game Jam 2018 2018.02 - 2018.02
_ Responsible for the game and level design of a 48-hour proof-of-concept game in a team of four.
_ Utilized external assets from the Unity Asset Store to minimize production time.

Project Bospin, Environment Designer | Unity Neon Challenge 2018 2017.12 - 2018.01
_ Responsible for the initial scene blockout and environment art direction.
_ Worked closely with programmers to devise the environment animation sequences.

Atlantis of the East, Environment Designer | Walt Disney Imaginations 2018 2017.10 - 2017.12
_ Responsible for the initial concept & production of the proposed environment.
_ Produced 2D Graphics and Rendering materials for final presentation.
_ Semi-Finalist out of 270+ submissions.

RELEVANT EXPERIENCE

Without Walls Limited, Junior Designer | Real Estate Development 2016.01 - 2016.04
_ Led the design of multiple projects varying in scope and scale.
_ Communicated regularly with the principal and the project clients in a startup setting.

UNStudio, Design Trainee | Architectural Design Studio 2015.01 - 2015.08
_ Worked with node-based computational tools to design, iterate, and calibrate architectural design schemes.
_ Worked rapidly with diverse, interdisciplinary teams (engineers, urban planners, etc).

Diller Scofidio + Renfro, Design Intern | Architectural Design Studio 2014.05 - 2014.08
_ Involved with cultural projects: exhibition design, installation art, and a theater for the performing arts.
_ Rapid prototyping using physical models ranging from miniature models to life-sized mock-ups.

SKILLS

Game Design
Level Design
Environment Design
Interaction Design
Mission Design
Product Design
Graphic Design

Journey Mapping
Storyboarding
Wireframing
Rapid Prototyping
Usability Testing

TOOLS

Game Engines
Unity 3D
Unreal 4

3D Design
Maya
3ds Max
Rhinoceros 5
AutoCAD

2D Design
Photoshop
Illustrator
InDesign
Premiere Pro
AfterEffects
Microsoft Office

Programming
Java
Python
C#

ACHIEVEMENTS

WDI 2018, Semi-Finalist
MasonryWorx: Finalist
IDeA: Top 10 Finalist
FITC: Diversity Scholar
Design Studio Awards
International Awards
Dean's Honour List

INVOLVEMENTS

VRTO 2017
Tech Summit 2017
FITC Toronto 2017
VRLA 2017
MIGS 2016