

# HYUN JONG WON

Game / Level Designer

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- Skilled Level Designer, specializing in creating levels and environments in 3D gamespace. Familiar with Unreal 4 engine and Blueprint, as well as other level editors. Has 2+ years of experience as an Architectural Designer.

## EDUCATION

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

**RYERSON UNIVERSITY, School of Computer Science** | Toronto, Canada 2017.01 - 2017.06  
Computer Science, Continuing Studies

**UNIVERSITY OF WATERLOO, School of Architecture** | Waterloo, Canada 2011.09 - 2016.08  
Bachelor of Architectural Studies, Honours Co-op

## ACADEMIC PROJECTS

**Enigma, Puzzle / Level / UI Designer** | Entertainment Technology Center 2018.01 - 2018.05  
• Designed, prototyped, and playtested collaborative puzzles, modularized for ascending levels of difficulty.  
• Designed physical cardboard props and corresponding digital user interfaces of mobile apps.

**Building Virtual Worlds, Game Designer** | Entertainment Technology Center 2017.09 - 2017.12  
• Designed gameplay mechanics and game environments through rapid prototyping and agile development.  
• Worked with diverse range of control inputs for the HTC Vive, Oculus Touch, and HoloLens platforms.  
• Honed teamwork and communication skills by working with 3D artists, programmers, and sound designers.

## PERSONAL PROJECTS

**Food for Thought, Game / Toy Designer** | Tabletop Survival Game 2018.03 - 2018.04  
• Designed, prototyped, and balanced player character dynamics, event cards, and food value systems.  
• Designed and fabricated physical buckets and food tokens, focusing on their tactility inside the buckets.

**Death Grip, Narrative / World Designer** | Tabletop Battle Royal Game 2018.02 - 2018.03  
• Wrote a cohesive, engaging story with believable, fleshed-out characters, motivations, and relationships.  
• Designed the world across all scales: from micro levels (mansion layout) to the macro levels (island zones).

**Project Bepin, Environment Designer** | Unity Neon Challenge 2018 2017.12 - 2018.01  
• Blocked out scenes with modularized assets for optimal performance and led the environment art direction.  
• Worked closely with the animator and animation programmer to ensure correct positions of game objects.

**Atlantis of the East, Environment Designer** | Walt Disney Imaginations 2018 2017.10 - 2017.12  
• Designed the themed environments and entertainment activities with an emphasis on historical preservation.  
• Placed Semi-Finalist out of 270+ design submissions.

## RELEVANT EXPERIENCE

**Without Walls Limited, Junior Architect** | Thunder Bay / Toronto, Canada 2016.01 - 2016.04  
• Planned and designed a 40-acre industrial redevelopment, in accordance with municipal zoning by-laws.  
• Drafted and pitched design proposals to external parties, securing the company's first major client.

**UNStudio, Architectural Design Trainee** | Amsterdam, the Netherlands 2015.01 - 2015.08  
• Participated in 4 high-profile, international design competition projects, one of which I led the design.  
• Designed corporate headquarters, cultural museums, and mega commercial shopping malls.  
• Designed and crafted high-fidelity physical models to be presented in client meetings.

**Diller Scofidio + Renfro, Design Intern** | New York City, USA 2014.05 - 2014.08  
• Participated in the design of 2 university performance theaters, one of which won 1st place in the competition.  
• Crafted life-scale physical mock-ups for effective coordination with product suppliers and contractors.

## SKILLS

Game Design  
Level Design  
Environment Design  
Mission Design  
Encounter Design  
Progression Design

Journey Mapping  
Storyboarding  
Wireframing  
Rapid Prototyping  
Usability Testing

## TOOLS

**Game Engines**  
Unreal 4 + Blueprint  
Unity 3D

**Level Editors**  
ProBuilder  
Hammer  
Radiant  
Creation Kit

**3D Modelling**  
Maya  
Rhino 5

**2D Graphics**  
AutoCAD  
Photoshop  
Illustrator  
InDesign

**Scripting**  
Java, C#

## ACHIEVEMENTS

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

## INVOLVEMENTS

SIGGRAPH 2018  
GDC 2018  
VRTO 2017  
FITC Toronto 2017  
MIGS 2016