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 Architecural Designer.

PERSONAL PROJECTS

Mock Levels, **Level Designer / Scriptor** | Action Adventure Games   *2018.09 - Present*
- Designed and blocked out combat, narrative, and exploration levels and maps based on existing franchises.
- Scripted gameplay events - such as triggers and enemy spawns - using C# in Unity and Blueprint in Unreal.

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 Bespin, **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.

ACADEMIC PROJECTS

Re-Present, **Interaction / Exp. Designer** | Entertainment Technology Center   *2018.09 - Present*
- Designed and prototyped interaction mechanics and data visualizations related to public speaking in VR.
- Championed the project's vision and led the team towards a unified design goal.

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.

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.

Diller Scofidio + Renfro, **Design Intern** | New York City, United States   *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.

EDUCATION

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

UNIVERSITY OF WATERLOO, **School of Architecture** | Waterloo, Canada   *2011.09 - 2016.08*
Bachelor of Architectural Studies, Honours Co-op
Continuing Studies in Computer Science (Ryerson University)

SKILLS

Game Design
Level Design
Environment Design
Mission Design
Encounter Design
Puzzle Design
Progression Design
Narrative Design

Journey Mapping
Wireframing
Rapid Prototyping
Usability Testing

TOOLS

Game Engines
Unreal 4
Unity 3D

Level Editors
ProBuilder
Hammer
Creation Kit

3D Modelling
Maya
SketchUp

Scripting
Java, C#

2D Graphics
Photoshop
Illustrator

ACHIEVEMENTS

CMU, Conference Fund
WDI 2018, Semi-Finalist
MasonryWorx: Finalist
IDeA: Top 10 Finalist
FITC: Diversity Scholar
UofW, Co-op Award
Design Studio Awards
Dean's Honour List

INVOLVEMENTS

SIGGRAPH 2018
GDC 2018
VRTO 2017
FITC Toronto 2017
MIGS 2016