

# Karl Choi

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Fullerton, California

## Objective

Seeking a Game Design/Development-related position with strong skills in Unity, C#, and Lua.

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## Education

### Bachelor of Science in Game Design and Development

Rochester Institute of Technology · Rochester, New York  
GPA: 3.89

05/2024

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## Skills

Unity, C#, Lua, HTML, CSS, JavaScript, Visual Studio, Steamworks, Photon PUN, Visual Studio Code, GIMP

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## Experience

### Software Engineer Intern

Evava VR · Costa Mesa, California

06/2019 - 07/2019

- Created a VR game using Unity and Oculus.
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## Projects

- Destiny Duel (Aug. 2022 - Mar. 2023, PC)
  - Role: Independent Developer
  - Tools: C# and Unity
  - Platform: Steam [91% Positive Reviews]
  - Genres: PvP, Turn-Based, Psychological, Strategy
- Blox Ball Battlefield (Apr. - July 2022, PC + Mobile)
  - Role: Independent Developer
  - Tools: Lua and Roblox Studio
  - Platform: Roblox [91% Positive Reviews]
  - Genres: PvP, Sports, FPS
- Skeletal Skism (July 2021 - Jan. 2022, PC)
  - Role: Independent Developer
  - Tools: C# and Unity
  - Platform: Steam [80% Positive Reviews]
  - Genres: PvP, Autobattler, Strategy, Real Time Tactics
- Edifice of Fiends (Nov. 2020 - Feb. 2021, PC)
  - Role: Independent Developer
  - Platform: Steam
  - Genres: Singleplayer, Rogue-Like, Strategy, RPG