

# HYUN JONG WON

Game / Level Designer

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LinkedIn: <https://ca.linkedin.com/in/hywon>

- Skilled Game / Level Designer, specializing in creating levels and environments in 3D gamespace. Familiar with using Unity and Unreal engine, as well as other level editors. Has 2+ years of experience as an Architect.

## PERSONAL PROJECTS

### **Mock Levels, Level Designer / Scripter** | AAA 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 Bospin, 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 - 2018.12**

- 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

### **Penumbra Inc, Game / Level Design Intern** | Alameda, United States **2019.01 - Present**

- Created and iterated prototype gameplay mechanics, and conducted playtest sessions with target users.
- Greyboxed game levels using Unreal, and implemented assets and features from artists, programmers, etc.

### **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.

## 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  
Narrative Design

Journey Mapping  
Wireframing  
Rapid Prototyping  
Usability Testing

## TOOLS

### **Game Engines**

Unreal 4  
Unity 3D

### **Level Editors**

ProBuilder  
Hammer  
Creation Kit

### **3D Modeling**

Maya  
SketchUp

### **Scripting**

C#, Java

### **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