

# Seungsuk Cho

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## EDUCATION

- **Carnegie Mellon University, Pittsburgh, USA** **MAY 2015**  
*Masters of Entertainment Technology*
- **The Catholic University of Korea, Seoul, South Korea** **FEB 2007**  
*Bachelors of Computer Science and Engineering*

## GRADUATE PROJECTS

- **Producer, Transforming The Lives** **SPRING 2014**
  - Currently Creating an interactive game for traumatized youth for therapeutic usages with Allegheny Singer Research Institute.
  - Leading 7 member team by organizing work flow and acting as the liaison between faculty, client and the team as a producer.
- **Producer, Sound Designer, Building Virtual Worlds** **FALL 2013**
  - Created 5 virtual worlds over approximately two week periods using emerging tech such as EEG, Oculus Rift, Leap Motion, PS Move, Kinect, EyeTracker with emphases on rapid prototyping and interdisciplinary teamwork.
  - Led 5 member teams as a producer.
  - Received Eyegaze Eye Tracking Application of the year from LC Technologies, Inc.

## PROFESSIONAL EXPERIENCE

- **Neowizgames Co.LTD., SeongNam, Korea** **JUNE 2012-FEB 2013**  
**Market Researcher, International Sales Manager**
  - Analyzed the game for the purpose of licensing, establishing competing strategy
  - Examined approximately \$20 million of sales per month from international publishers according to the contract, distributed its share to local developers.
- **Producer, Game Designer** **MAR 2010-MAY 2012**
  - Browser-based Game Development Project with total budget of \$1.3 million.
  - Formed the development process from the concept to the product.
  - Designed and documented the concept of the game with creative director and explained it to the development team and stakeholders.
- **Eduflo Co.LTD., Seoul, Korea** **JUN 2009-FEB 2010**  
**Business Developer (Educational MORPG, 'Hanjamaru')**
  - Formed, contracted new partnership with 4 education companies.
  - Designed LMS (Learning Management System) for B2B service.
- **MGame Co.LTD., Seoul, Korea** **MAR 2007-MAY 2009**  
**Localizing Manager of USA, Turkey, Brazil (MMORPG, 'Hero Online')**
  - Prepared team for CBT, OBT, commercialization and major updates.
  - Planned & executed sales promotion for cash item. 117% of annual sales increased.  
**Game Designer (MMORPG, 'Hero Online')**
  - Designed New PvP system (went live in NOV2008).
  - Designed in-game VIP incentive system (went live in APR2009).
  - Developed quests and in-game events with Lua Script.
  - Prepared the game design documents to be rated by Korean government.

## SKILLS & CERTIFICATION

- **Software & Languages**
  - MS Project, Visio, Spreadsheets, Adobe Audition, Premier, Photoshop, C++, C, Java, C#, Lua Script
- **Certifications**
  - Project Manager Skills Course (conducted by WeDu Communications)
  - Online Marketing MBA courses (conducted by Hunet)
  - Internet Addiction Consultant, trained & authorized by Korean Government

## OTHER ACTIVITIES & INTEREST

- Traveled through 20+ countries and familiar with foreign culture.
- Consulted the game addiction research as a panel conducted by Korean Government.
- Worked as a president for 4 years in Youngnak church volunteer's group to give a Christian mentorship to children from Youngnak Borin Orphanage.