

Jaekyun (Jake) Ahn

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OBJECTIVE	Seeking an intern position in Game Design	
EDUCATION	Carnegie Mellon University, Entertainment Technology Center Master of Entertainment Technology Korea Content Creative Association Academy Completed Game Project course Completed Game Design course Hongik University College of Engineering Bachelor of Electric & Electronic Engineer Business Administration, Majors Mälardalen University Exchange Student, Business Administration Credit Applied to Graduation Requirements	Pittsburgh, PA Expected May 2016 Seoul, Korea 2012 – 2013 Seoul, Korea 2001 – 2009 Västerås, Sweden January – June 2007
ACADEMIC PROJECTS	Gaia Project, Montainview Elementary School <i>Game Designer, Sound Designer</i> <ul style="list-style-type: none">• Designing an educational game that teaches young kids about the lush rainforests of our planet.• Focusing on creating playable prototypes with contents experts Building Virtual Worlds, Entertainment Technology Center <i>Game Designer, Producer, Sound Designer</i> <ul style="list-style-type: none">• Designed concept, level and system of games and summarized into documents to share with teammates.• Learned indirect control from a lecture and applied into a game, refining it through 7 rounds of iterative playtests. Game Project Course, Korea Content Creative Association Academy <i>Producer, Game Designer, Sound Designer</i> <ul style="list-style-type: none">• Created level of 5 different maps and improved them with playtests.• Planned meetings and schedules of all project members and managed workloads.	Pittsburgh, PA 2015 – Present Pittsburgh, PA September – December 2014 Seoul, Korea May – December 2013
EXPERIENCE	Nexon Europe <i>Project Manager, Publishing Department</i> <ul style="list-style-type: none">• Operated live game service of Combat Arms Europe for publishing team.• Increased Peak Concurrent Users by 80% and sales by 110% of the service.• Designed localization items and game events in Europe service.	Seoul, Korea 2009 – 2011
SKILLS	Computers: Unity 3D, Photoshop, 3DS Max, Maya, After Effects, Balsamiq Mockups, Unreal Development Kit, Microsoft Office Language: Written and spoken fluency in English Native in Korean	
ACTIVITIES	Shin Myoung Welfare Facility <i>Staff and Volunteer</i> Band <i>Chief of Music Department</i> IWO (International Workcamp Organization) Workcamp <i>Camp Leader</i>	Gyeonggi-do, Korea 2001 – 2010 Seoul, Korea 2001 - 2009 Seoul, Korea Summer 2008