# Yoon Ha Baek
## Technical Game Designer
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## Summary

Having worked with every aspect of the production pipeline from various game engines like Unity and Unreal through to all the standard tools like Maya and Photoshop, I pride myself on having a flexible skill set to work in any development environment.

## Skills

**Abilities:** Programming, Scripting, Animating, Combat / System Design, VFX Design
**Game Engines:** Unity, Unreal Engine, Love 2D, Construct
**Programming Languages:** C#, Lua, Python

**Software:** Maya, Adobe Photoshop and Illustrator, Autodesk Sketchbook, Perforce
**Languages:** Korean (Native), English (Fluent)

## Relevant Experiences

**Xeno Panic (2020) |** GMTK (Game Maker's Toolkit) Game Jam 2020 Submission
Out of Control themed sci-fi puzzle
*Game / System / Enemy / UI & UX Designer*
- Designed game mechanic, scripted enemy and UI & UX functionalities

**Neuro Chase (2020) |** Academy of Art University Collaborative Project for Neuroboxing
Interactive mobile arcade exercise for Parkinson's Disease patients
*Technical / System Designer*
- Lead a design team in designing, documenting, and prototyping a practical mobile hand exercise game for Parkinson's Disease patients in collaboration with Neuroboxing

**Hazel (2019 - 2020) |** Academy of Art University Collaborative Project
3D action platformer
*Technical / System / Combat Designer*
- Scripted enemy manager to control enemies' behaviors, animated enemies, provided cutscene visual effects, and updated the project with the latest pipeline with improved lighting

**Goblin Gambit (2020) |** Academy of Art University Spring Show 2020 Contestant
3D action rpg
*Combat Designer / VFX Artist*
- Scripted three damage systems and provided combat and environmental visual effects

**Fled vs Fox (2016 - 2017) |** *Academy of Art University Spring Show 2017 3rd Place*
3D Arcade
*Game Designer / Programmer / Animator*
- Scripted camera, player, enemy, and AI movements, rigged and animated every model

## Education

**Academy of Art University - San Francisco, CA** (2013 - 2016 / 2018 - 2020) | B.A Game Design