

# Jaekyun Park

Game Developer

Vancouver, BC  
(778) 999-9242  
[alexjkpark@gmail.com](mailto:alexjkpark@gmail.com)  
<https://alex-park.squarespace.com>

## EXPERIENCE

### Cross Tech — *Level Designer*

March 2022 - June 2022

- Part of a team that created a military simulator for the Royal Canadian Military College
- Conceptualize levels through research and create a military level in Unity
- Acquired assets and populated the level using the required material given by the lead designer

### Neolithic Interactive — *Level Designer & Line Producer*

June 2022 - Present

- Created concept art by making 3D models in Maya and 3D environment in Unreal Engine for the Canadian Media Fund application
- Created textures using Substance Painter and Substance Designer with reference to the buildings in Haiti
- Created a rouge-like card game prototype in Unreal Engine for another Canadian Media Fund application
- Documented the game's mechanics, design, and level
- Currently helping produce and create a physical card game

## PROJECTS

### Slap The Dead — *VR Ghost Slapping Game*

Lead Level Designer | Mechanics Designer

- Documented game mechanics and level design through the use of Notion and Unity
- Created a list of tasks that had to be completed and conducted weekly sprint meetings
- Mapped Enemies in Notion with the selected music so that they appear at the right beat in Unity
- Optimized the Quest 2 builds by playtesting and fixing the player setting and noted UX and UI problems

### Peacekeeping Simulation — *UN Peacekeeper Training Sim*

Level Designer | Game Designer

- Populated level with military 3D assets and optimized NPC navigation so that the newly added assets did not impact it
- Assisted in the layout and panning of future levels in Miro and implemented the layout into Unity and created greybox scene
- Conducted numerous QA tests for bug-tracking and simulation results

## EDUCATION

### HBA of Game Design, Sheridan College

September 2019 - 2023

#### Qualifications

Experienced in documentation  
Great Understanding of Excel & Sheets

4 years of game development experience

Created Game Ready Asset

#### Interests

Marvel/DC Comics

Medieval and Late Medieval History

Game Development

VFX and 3D Models

Game Economy

#### Development Skills

3D modeling

Level Design

Game Design

Documentation

QA Testing

#### Tools

Maya

Substance Painter

Unity

Unreal Engine

Microsoft Office

Git Hub

Jira

Notion