

# Junege Hong

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Designer / Creator

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## Experience

Associate Game Designer - Jam City (Oct 2018 - Present)

### **Vineyard Valley: Design Game**

- Utilized Unity to implement narrative sequences, dialogues, and animations
- Created, peer reviewed, and tuned 80+ collapse levels of varying difficulties
- Designed and refined specs for upcoming features and obstacles

### **Family Guy: The Quest for Stuff**

- Implemented over 20 game events weekly from start to finish
- Squashed live bugs with diligent collaboration with QA team
- Successfully trained outsource team to maintain liveops cadence

Game Design Intern - Move38 (Jun 2018 - Aug 2018)

- Developed and rapidly prototyped games for the Blinks game platform
- Reworked and redesigned existing Blinks games and according documentation
- Designed prototype visuals for games instructions and Blinks website

Research & Special Projects Intern - SuperData Research (Jun - Dec 2017)

- Researched trends of digital game sales, technology, and streaming content.
- Assisted CEO, Data, Insight teams on special projects and business presentations.
- Used tools such as Excel and Qualtrics to organize and streamline collected data

## Personal Projects

Jimi Stine's Zapper

- Described as 'post-postmodern game', Jimi Stine's Zapper is a game poking fun at recent empathy games in a radioplay-esque narrative with classic arcade-style mechanics.

*Role: Lead artist and animator, enemy behavior programming*

Leukocyte

- Cooperative, yet asymmetric 2-player shooter game set inside the human body.

*Role: Developer*

## Education

B.F.A. in Game Design. New York University, NY, NY - 2018

Minor in Creative Writing

## Skills/Programs

Unity, C#, Photoshop, Illustrator, Indesign, Excel, MySQL, Arduino  
HTML5, CSS, SourceTree, Github, Twine, Inklewriter, GIMP, Audition, Keynote