William Jeon

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Professional Experience

Passionate technical artist with hands-on experience in game design and development. Skilled in crafting engaging gameplay mechanics and leveraging creative visual effects to enhance player experience.

SKILLS & INTERESTS

Gameplay Design: Gameplay Mechanics, Level Design

Technical: C#, C++, HTML/CSS/JavaScript, TypeScript, Bulma CSS, HLSL

Engines & Tools: Unity, Unreal Engine, Photoshop, Blender, Figma

Collaboration & Documentation: Google Workspace, Microsoft Office Suite, Miro, Notion, Trello, Jira

EXPERIENCE

Olympus Interactive (MAGIC Spell Studios) - Technical Artist   Jan 2024 - Present
- Researched, designed, and iterated an award-winning color filter in response to user feedback
- Collaborated with my team to integrate engaging gameplay mechanics into the game
- Designed momentum and direction-based paint strokes that rewarded fast player movement
- Led long-form dev diaries, captured with OBS and edited in Davinci Resolve
- Exhibited at PAX East 2025 with MAGIC
- 4x award-nominated and 2x award-winning game Ninjas on Trampolines

Xana Ad Hoc Studio - Technical Artist   May 2023 – Aug 2023
- Designed and implemented captivating visual effects and shaders
- Optimized assets to enhance performance in response to internal playtests
- Collaborated with game designers to boost level design and engagement
- Iterated on new and old visual effects according to developer and artist feedback

PROJECTS

Nebulicious (Group Game Jam) - Unity   June 2024
- Competed in a 10-day game jam, placing 9th out of 34 submissions
- Collaborated with artists to ensure that the visual effects match the style of the game
- Designed 6 unique visual effects and accompanying shaders for each one

Helpless (Group Game Jam) - Unity   Jan 2024
- Designed roaming NPCs that walked around the level doing random actions
- NPCs threw random objects at the player, which affected the liquid around them

Doodle Day (Group Game Jam) - Unity   Nov 2023
- Competed in a 24-hour game jam at WolfJaw, placing 3rd out of 17 submissions
- Designed shaders to amplify user immersion
- Performed rapid tests to ensure minimal bugs in the game

EDUCATION

Rochester Institute of Technology, New York   **May 2024**

Major: *Bachelor of Science in Game Design and Development*   GPA: 3.62/4.00