

# Steve Cha!

[hyungs.cha@gmail.com](mailto:hyungs.cha@gmail.com)

Culver City, CA

(408) 318 4753

## SUMMARY

Playcentric designer with 4 years experience in genres ranging from experimental VR to console. Deep knowledge of game and narrative design. Affinity for rapid iteration of systems and content. Well versed in scripting.

## EXPERIENCE

### Squanch Games

#### *Trover Saves the Universe* — Narrative Designer

September 2017 - PRESENT

- Pitched, design, scripted and polished character-driven minigames; lifelike NPC behaviors; and dynamic, responsive dialogue.
- Designed and scripted puzzle systems adopted across entire levels.
- Coordinated across disciplines to execute cinematic sequences.
- Established scripting practices and macros for to narrative implementation.
- Spearheaded playtests by recruiting playtesters, proctoring playtests, establishing playtest practices, drafting surveys, and tracking metrics.

### Hidden Variable Studios

#### *Skullgirls Mobile* — Associate Producer

January 2017 - August 2017

- Managed communication with key players in online community to arrange playtest, synthesize feedback, and gain insight into audience expectations.

### Tango Inc.

#### *Unannounced Mobile Puzzle Game* — Game Designer (Contractor)

May 2015 - March 2016

- Reviewed usability tests to identify usability challenges and barriers.
- Established game's narrative premise and build fictional world.
- Designed encounter-driven level progression and experience curve.

### World Building Media Lab

#### *Leviathan Project* — Lead Narrative Designer

March 2014 - September 2014

- Prototyped experimental VR features in narrative Mixed Reality project.
- Established practices for prototyping screenplays into interactive VR.

## INDEPENDENT PROJECTS

#### *Revisions* — Creative Director & Game Director

#### *Squawk!* — Designer, Engineer

#### *a·part·ment* — Writer

## SKILLS

Unreal Engine 4 (Blueprints), Unity (C#), Gamemaker (GML), Photoshop, Illustrator, Excel

## AWARDS & SELECTIONS

*Best of VR Game of E3 for Trover Saves the Universe*

*1st, VRSC Student Showcase for Squawk!*

*IGF Nominee for Best Student Game for apartment*

*Indiecade Digital Select for Revisions*

*Out of Index Select for Revisions*

## EDUCATION

University of Southern California

*MFA, Interactive Media Design*

University of California, Davis BA,

*English and Communications*

## LANGUAGES

English, Korean