

# Steve Cha!

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----- *Virtual Reality Tinkerer • Narrative Designer* -----

## INDUSTRY

### **SKULLGIRLS MOBILE, Associate Producer** **Hidden Variable Studios, Jan 2017 - July 2017**

- Supported all aspects of production.
- Designed, edited, laid out and consulted on chapters of narrative and character abilities.
- Integrated, edited, and brainstormed in-game copy across 6 languages.
- *TouchArcade Game of the Month (May).*

### **UNRELEASED PUZZLE GAME, Game Designer** **Tango Inc., May 2015 - Mar 2016**

- Designed and implemented levels within Unity.
- Developed fictional world and asset list for modern science fiction puzzle game list.
- Gathered, reviewed, and presented test data.
- Advanced from student intern to contractor.

### **LEVIATHAN PROJECT, Lead Narrative Designer** **World Building Media Lab, Mar 2014 - Sept 2014**

- Developed and programmed prototypes for storytelling in VR and mixed reality spaces.
- *Showcased at Sundance Film Festival.*

### **Program Coordinator, Special Service for Groups** **Dec 2010 – Jan 2014**

- Managed team of 8 health educators.
- Wrote curricula for 2 educational campaigns.

## SKILLS

**Game Tools** Unity, Gamemaker, Twine, JIRA  
**Adobe Suite** Photoshop, Illustrator, Dreamweaver  
**Languages** C#, Java, Processing, HTML, CSS

Fluent in English and Korean

## INDEPENDENT

### **REVISIONS, Game Director** **March 2015 - Present**

- Lead dev of autobiographical narrative game.
- Implemented all aspects, from writing to design.
- *IndieCade Digital Select.*

### **SQUAWK!, Lead Engineer, Co-designer** **August 2014 - March 2015**

- Collaborated in two person team to design and program a multiplayer VR game where players must find each other as penguins.
- *1st place, Disney-sponsored VR Showcase.*

### **A•PART•MENT, Writer / Narrative Designer** **Elsewhere Company, Sept 2013 - May 2015**

- Wrote and edited story for kickstarted game that explores the trauma of ending a relationship.
- Arranged text for environmental storytelling.
- *IGF nominee, IndieCade Digital Select.*

### **PSYCHIC, Lead Designer**

- Guided a team of designers to build prototypes for branching narrative science fiction game.

### **DISSONANCE, Producer**

- Organized production timeline and task tracking.
- *Casual Connect Most Innovative Game.*

## EDUCATION

**M.F.A. in Interactive Media and Game Design**  
**University of Southern California, Class of 2016**

B.A. in English and Communications  
University of California, Davis, Class of 2007