

# Steve Cha

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## SUMMARY

Game designer with 7+ years experience in genres ranging from VR to console to mobile games. Deep knowledge of gameplay, systems, and narrative design. Well versed in scripting and rapid prototyping. Trained facilitator.

## EXPERIENCE

### **TellTale Games / LCG** (May 2021- Present)

#### **Senior Gameplay Designer (Narrative Features) on Confidential Projects**

- Prototyped, specced, and led development on 4 major gameplay features (UE4)
- Collaborated with writers to adapt and implement 2 critical narrative scenes.
- Planned narrative content and cinematic pipeline alongside CTO.
- Presented milestone achievements and updates to team and stakeholders.
- Brainstormed with creative leadership to clarify and refine tone and vision.
- Developed roadmap for all features and content with the leadership team.

### **Squanch Games** (September 2017 - May 2021)

#### **Narrative Designer on Trover Saves the Universe (VR / Console)**

- Pitched, wrote, edited, and designed comedic interactive narrative scenarios.
- Designed and scripted lifelike AI behavior via UE4 Blueprints for all major NPCs.
- Led multi-discipline team to draft and execute 2 hours of VR cutscenes.
- Designed, developed, and maintained proprietary narrative content management systems alongside the engineering team.

#### **Narrative and Gameplay Designer on High on Life (Console / PC)**

- Wrote, pitched, and designed major quest and storyline for key set pieces.
- Onboarded and trained narrative and game designers on studio narrative tools.
- Templated studio-wide mission design document and designed VS mission.
- Spearheaded internal and external playtest and presented findings to the team.
- Led development on dialogue and content management system to address technical hurdles faced in previous titles.

#### **Gameplay Designer on Confidential Project (PC)**

- Prototype combat mechanics and abilities for chaotic multiplayer experience.
- Reported directly to studio head to pivot and realign project to adhere to vision.

### **Hidden Variable Studios** (January 2017 - August 2017)

#### **Associate Producer on Skullgirls Mobile (Mobile)**

- Oversaw meetings with IP holders to ensure narrative aligned with lore and tone.
- Managed localization datatables across 5+ languages

### **Tango Inc.** (May 2015 - March 2016)

#### **Game Designer (Contractor) on Confidential Mobile Project**

- Pitched game's narrative premise and lead worldbuilding.

### **World Building Media Lab** (March 2014 - September 2014)

#### **Lead Narrative Designer on Leviathan Project ([link](#))**

- Planned production pipeline for prototyping theatre into interactive VR.
- Wrote bios and consulted on key art for boss characters in game.

### **The Elsewhere Company** (September 2013 - May 2014)

#### **Writer on a-partment ([steam link](#))**

- Co-wrote dialogue and copy for in-game narrative delivered via comic strip.

## INDEPENDENT PROJECTS

**Revisions** — Creative Director & Game Director  
**Squawk! (VR Project)** — Designer

## SKILLS

Unreal Engine 4 (Blueprints, Behavior Trees, Abilities), Unity (C#), Photoshop, Illustrator

## AWARDS & SELECTIONS

#1 Purchased Game on Steam  
Game for *High on Life*

The Game Awards Nominee, Best  
VR Game of 2019 for *Trover Saves  
the Universe*

IGN Nominee, Best of VR Game of  
2019 for *Trover Saves the Universe*

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

1st place, VRSC Student Showcase for  
*Squawk!*

IGF Nominee, Best Student Game for  
*a-partment*

Digital Select, Indiecade for *Revisions*

Select, Out of Index for *Revisions*

## EDUCATION

University of Southern California  
MFA, Interactive Media Design

University of California, Davis  
BA, English and Communications

## LANGUAGES

English, Korean