



Contact

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Education

Sheridan College

Sep 2022 - April 2026

Honours Bachelor's Degree in Game Design

VFXLAB

2017

Learned various tools such as Maya, Bifrost, Zbrush, V-Ray under the experienced VFX artists.

Skills

- Quickly adapts to the work and new software
- Ability to work as part of a team
- Able to handle multiple tasks simultaneously
- Environment Art and Effects using shader graphs
- Documentation such as LDD, GDD

Tools

- Art
 - Autodesk Maya
 - Adobe Substance Painter 3D
- Engine
 - Unity (C#)
 - Unreal Engine
- Programming
 - GitHub Desktop
 - Visual Studio

HYUNBEEN OH

Game Designer, Artist

Profile

Passionate Game Designer with experiences in programming and 3D art. Familiar with game development pipeline using engines such as Unity, Unreal Engine alongside Maya for 3D art. Experienced in version control through GitHub. Participated in several game development progress, collaborating with others using various skills. I strive to create unforgettable experiences that can inspire others through games, and always eager to learn new skills to expand my understanding of game development.

Experience

Sep 2025

-

Apr 2026

His Last Day



| Game Designer, Environment Artist, Programmer

Clockwork Studio - Capstone Project

- Programmed game structure with diagram
- Managing and documenting unity project
- Created various 3d assets placed in the scene
- Designed the environment and lighted the scene
- Created appealing visual using post-processing

Showcase Events

- Level up showcase | Apr 2025

May 2025

-

Aug 2026

Size Matters



| Game Designer, Environmental Artist

Big Fun Games - Capstone Project

- Designed several game mechanics in game design process
- Suggested puzzle ideas in level design perspective
- Documented design progress such as LDD, GDD and Devlog
- Created appealing visual using shader and VFX graph from Unity
- Created various 3d assets placed in the scene
- Designed the environment and lighted the scene

Showcase Events

- Canadian National Exhibition (CNE) | Aug 2025
- Applied Research in Action (ARIA) | Nov 2025
- Level up showcase | Apr 2025

Dec 2023

TankBlitz



| Game Designer, Programmer

MicroMix Arcade Design week challenge

- Programmed top-down view tank survival game
- Suggested puzzle ideas in level design perspective
- Managed github project to work