Soojung Choi
Game Writer + Narrative Designer

soojung.c.choi@gmail.com
soruya.wixsite.com/soojungchoiportfolio
soruya.itch.io
linkedin.com/in/soojungchoigamedev

GAMES

Dreamland Confectionery | Writer | Narrative Designer   Dec 2020-Feb 2022
- 3D adventure and baking fantasy game made in Unity
- Wrote NPC dialogue for NPCs (called Wisps) the player character Ami could interact with
- Collaborated with the creative director and writers to write game dialogue
- Handled dialogue revisions
- Compiled and provided visual and written reference guides for artists to use on character design and world design
- Placed Wisps throughout the level, with attention to placing them at points that would encourage players to explore the entire environment
- Featured at Steam Next Fest and the 2022 USC Games Expo in the Spotlight Show Games block

Leechbug | Writer | Narrative Designer   May 2020 – May 2021
- 3D RTS alien fish combat game about playing as a robotic parasite fighting pollution and robot-fish hybrids in the ruins of a decimated underwater civilization in an alien ocean made in Unity
- Wrote descriptions for all of the fish that appear in the game
- Drew storyboards for the opening sequence in Procreate
- Collaborated with the director, designers, and artists on worldbuilding and environmental storytelling, conducting research into oceanic environments as a reference basis for our game's world
- Integrated narrative into the gameplay to resolve dissonance between story goals and gameplay goals by having the robotic parasite player character be a robot that broke free of its programming and endeavors to free fish possessed by other robotic parasites

Transformation | Designer | Writer   Feb 2020 – Jan 2021
- Text-based interactive fiction horror game about puberty made in Twine
- Developed as a solo experiment in conveying the visceral feelings of experiencing bodily changes from puberty through only text and audio
- Used Javascript and CSS to modify text colors
- Used the Harlowe library to implement sound effects on each text passage
- Showcased at the 2021 USC Games Expo in the Narrative block

Heir of Judgement | Designer | Writer | Sprite Artist   Feb 2019 – May 2019
- 2D side-scroller with visual novel elements about working under Death as an apprentice and grappling with the moral dilemmas of casting judgement on recently deceased souls made in Unity
- Created the characters with attention to nuance in each soul's story to heighten the moral dilemma players would experience as they choose whether to send them to a peaceful afterlife in the Light or condemn them to the Darkness
- Wrote dialogue for the second soul and puzzle text for the first sorting puzzle
- Illustrated character sprites and puzzle sprites in Photoshop and created player character animations using Unity's animator

EDUCATION

The Narrative Department Game Writing Masterclass Spring 2023
University of Southern California, Graduated May 2021, B.A. in Interactive Media and Game Design

SKILLS

Characterization, Worldbuilding, Dialogue, Screenwriting, Narrative-gameplay integration, Research, Unity (C#) , Twine, Perforce, Github, Photoshop, Clip Studio Paint, Procreate

EXPERIENCE

Legal Assistant, Lee Anav Chung White Kim Ruger & Richter LLP   Aug 2022 – present
- Assisting attorneys with administrative tasks such as organizing physical and online documents, writing and responding to emails, answering phone calls
- Filing and serving legal documents with courts and opposing counsel
- Collaborating with attorneys on preparing documents to send to the court and opposing counsel