

Johnny Choi

Producer, Designer, Writer

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johnnychoi.com (web portfolio)
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Skills

Native speaker of English and Korean

Familiar with

- Production frameworks (SCRUM, Agile)
- Production tools (Slack, Trello, ClickUp)
- System design and prototyping tools
- Narrative design
- Korean to English translation
- CAT tools (MemoQ)
- English proofreading & copy-editing
- Promotional writing

Some exposure to

- Web design (HTML/CSS/JavaScript)
- Game engines (Unity, Phaser 3.0)
- Marketing concepts & analytics (SteamSpy, Google Analytics)

Experience

Sep 2021 – Current

Producer and Narrative Lead, The Adventurer's Guild, UCSC 170 Capstone series

- Managed a production pipeline by leading regular check-in meetings with a team of 12, turning in split deliverables every 3 weeks and posting weekly updates on Twitter
- Wrote roughly 400 lines of *DnD*-inspired fantasy quests using storylets and systemic storytelling

Oct 2021 – Current

Logistics Officer, UCSC GDA Collab

- Created meeting agendas, organized the club Google Drive, monitored the club email, and managed accounts and passwords for various services used

Sep 2020 – Jun 2021

Production Lead and Writing Lead, Gremlin Garden, UCSC GDA Collab

- Led a group of other department producers in a mock game development studio of around 50 student volunteers split into various departments by discipline
- Wrote the visual novel section of *Gremlin Garden* as well as promotional content for the game

Jun 2019 – Sep 2020

Translator (Korean to English) and English Language Proofreader, Freelance

- Translated quest and dialogue text on large video game projects such as *Dungeon Fighter Online*
- Handled a variety of different formats, including technical manuals, promotional web content, academic papers, business reports, and presentations

Education

Jun 2022

Art & Design: Games and Playable Media B.A. at University of California, Santa Cruz