

Jaehyuk (Jake) Choi

Game Director & Lead Designer

Los Angeles, CA | [LinkedIn](#) | [Website](#)

USC game development student who designs levels and gameplay systems across VR, AR, and PC projects. Has co-founded a studio, shipped a Meta Store VR title, and directs a multiplayer party game in Unreal Engine 5.

EXPERIENCE

Game Design Intern

Jun 2026 — Aug 2026

Wemade

Korea

Worked on an unannounced AAA open-world game. Built AI agents that evaluate level design features and generate open-world level design ideas.

Co-Founder & Lead Game Designer

Nov 2025 — Feb 2026

Overdawn Studio

Los Angeles, CA

Co-founded the studio and led design on Overdawn, a 2.5D bullet-time bullet-hell shooter. Designed and implemented 30 levels, 10 enemies and NPCs, weapons, and UI. The game earned a GWB 2025 Tencent Games Student Bronze award, a GDWC 2025 Best Student Game finalist spot, and a SAGE Design runner-up placement.

Game Developer

Jun 2025 — Dec 2025

USC Institute for Creative Technologies

Los Angeles, CA

Developed The 7th Patient at the Human-Centered AI Lab, a game that teaches high school students probability and AI. Designed gameplay levels and built systems in Unity and C#. Funded by NSF and developed with UC Berkeley.

AR Experience Design Intern

Feb 2025 — Sep 2025

Foundry Six

Los Angeles, CA

Developed ARIA with Meta, an AR AI assistant for real-time DIY workflows on Meta Quest 3. Kept the project on track for shipping through biweekly reviews with Meta and VCs. Designed and implemented a gamified social board with UI/UX.

EDUCATION

University of Southern California

Dec 2026

B.F.A. Game Development and Interactive Design, School of Cinematic Arts

PROJECTS

VR flight simulator where you play as a penguin rescuing your baby from a plane, Planeguin VR

Served as lead engineer. Built the core flight mechanics and custom physics systems, and designed levels tuned for VR flight.

4 to 8 player third-person party mini-royale, Soft Things Hit Hard

Designing gameplay and levels for a USC Games project built in Unreal Engine 5. Designing modular weapons and physics-based combat with a 50+ member AGP team.

Active mobile runner centered on building ice cream scoops, Move Move Melon!

Crafted gameplay levels and pacing for a USC Games mobile project with a 40+ member AGP team. Engineered trigger-based obstacles.

Playtesting and diagnostics across student projects, Usability & QA

Playtested Vessel, an object-swapping puzzle game. Diagnosed DuoQ, a fictional FPS with a ChatGPT-driven companion for dynamic dialogue. Tested Banana Republic, a guerrilla FPS.

SKILLS

Unity · Unreal Engine 5 · C# · C++ · Python · Wwise · Autodesk Maya · Figma · HTML · CSS · Final Cut Pro