

SOO JEONG BAE

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San Mateo, CA 94022
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OBJECTIVE

Full time position as a creative Designer or producer

EDUCATION/ HONORS

Carnegie Mellon University: Entertainment Technology Center PA,USA, 2007- May 2009
Masters program in the multidisciplinary field of designing interactive experiences.

Yonsei Graduate School of International Studies : International MBA Seoul, Korea, 2006- 2007

- Dean's List /Incoming Students Award/ Teaching Assistance Scholarship Recipient
- Vice President, Graduate Student Association: Promotion and design and coordination of Intra various events including International Fundraiser to support young cancer patients in Yonsei Severance Hospital

Ewha Women's University: Bachelor of Fine Arts, Visual Information Design Seoul, Korea, 2001- 2006

- International Cooperation Scholarship recipient

George Mason University, College of Visual and Performing Arts VA, USA , 2004

Exchange Program / Ministry of Information and Communication of Korea Scholarship

- *Human Photosynthesis*, Group Exhibition with students and artists in D.C, 2004

PROJECTS/ EXPERIENCES

Production Intern, Spiderman: Web of Shadows ACTIVISION, Summer 2008

- As a focus test lead, managed test sessions and communicated with activision and studio designers to improve the fun factor and how well the game is conveyed to target gamers.
- Managed outsourcing in-game cutscenes: Provided the team's needs to ensure the deliverables are met on time

Producer/ Designer, Trino, Puzzle-Arcade game for XBOX 360 ETC Silicon Valley, 2008-2009

- Ensured team's goal and vision by supporting the team on producer's responsibilities, on game design and creating sound assets including original theme musics.
- Awarded top 20 finalist for Dream Build Play 2008, Microsoft/ Featured top download on Gamespot

Artist, Get in Line, an interactive experience for waiting in line ETC Pittsburgh, 2008

- Created concept, animations and assets for a series of flash games played between competing lines, that are themed to what guests are anticipating for.

Producer/ Designer, Building Virtual World Entertainment Technology Center, 2007

- Designed 5 different virtual worlds on various platforms in team of 4 in average of 2 weeks.
- Developed fun immersive experiences and supported the team to meet the goal through various responsibilities as producer and game, graphic and sound designer.

Teaching Assistance, Building Virtual World Entertainment Technology Center, 2008

- Music/ Texture Art TA for an virtual experience design course taught by game designer, Jesse Schell.

Translator, Game Design Based on Micro-Transactions in Online Games Game Developers Conference, 2008

- A GDC's lecture delivered by Game Developers of Nexon, South Korea

UI designer/ Researcher, a research project sponsored by Freemap.com, Ewha University, Spring 2005

- Designed a prototype for renovation of map service and web solution.
- New Brand Identity, color theme, services and improved search tool by reconstructing UI.

Creative Designer/ Researcher Hagendaz product development, Yonsei University Spring 2006

- Conducted industry and market research on Ice cream and proposed a new product.

SKILLS

Graphic Design: Brand Identity and GUI design, excellent drawing skills using traditional mediums, Book art, Photography

Softwares: Adobe Photoshop, Illustrator, Premiere, After Effect, Dreamweaver and Flash MX, Maya 4.0

Music: Improvisational Composing / Music Composition, Proficiency in using Logic Pro, Adobe Audition 2.0