

Portfolio

Yeonseop Jung

stevejung.dev
steve@stevejung.dev
657-373-6169

Career Highlights

Date	Details
2017	[iOS/AOS Dev] Ninja RPG (working title) — eToyLab, VP of Development
2017	[B2C VR Launched] Zombie Buster VR : Oculus VR, Steam VR, Hypereal VR (China) — eToyLab, VP of Development
2017	[PC/VR Social Casino Live-Service] Alice Poker VR : Development and global service — eToyLab, VP of Development / PM
2016	[B2B VR Attraction Launched] Battle Planet VR : Sold to CGV Suwon and other venues — eToyLab, VP of Development / PM
2014	[iOS/AOS Kakao Game, RPG Live-Service] Monster Chaser (NHN Ent Publishing) : NHN Ent — PD / PM
2013	[iOS/AOS Dev] Monster Crash : Wemade Ent— PD / PM
2013	[iOS/AOS Dev] Dungeon Craft : Wemade Ent — PM
2013	[iOS/AOS Kakao Game, Casual Live-Service] Bounce Runner (Wemade Ent Publishing) : — Development Director
2012	[iOS/AOS Kakao Game, RTS Live-Service] Chaos & Defense (Wemade Ent Publishing): 1st title on Kakao Game — PD / PM
2010	[PC MORPG Live-Service] SP1 (Nexon Publishing) : Silver Potion — Game Design
2002	[PC MORPG Beta-Service] Cheong-in (Wemade Ent Publishing) : Grand Prize, 2002 Pre-Production Support for Outstanding Games (Game Support Center) — Nomark, Development Director / Game Design
2000	[PC MMORPG Live-Service] Tales of Forestia : Grand Prize, 2000 Pre-Production Support for Outstanding Games (Game Support Center) — ARAIDC, Lead Game Designer

Released Projects

PC/VR Platform Games

- | Battle Planet VR : B2B VR Attraction
- | Zombie Buster VR : B2C VR FPS Game
- | Alice Poker VR/PC/Mobile : Social Casino

Battle Planet VR | Game Overview

PC/Console & B2B

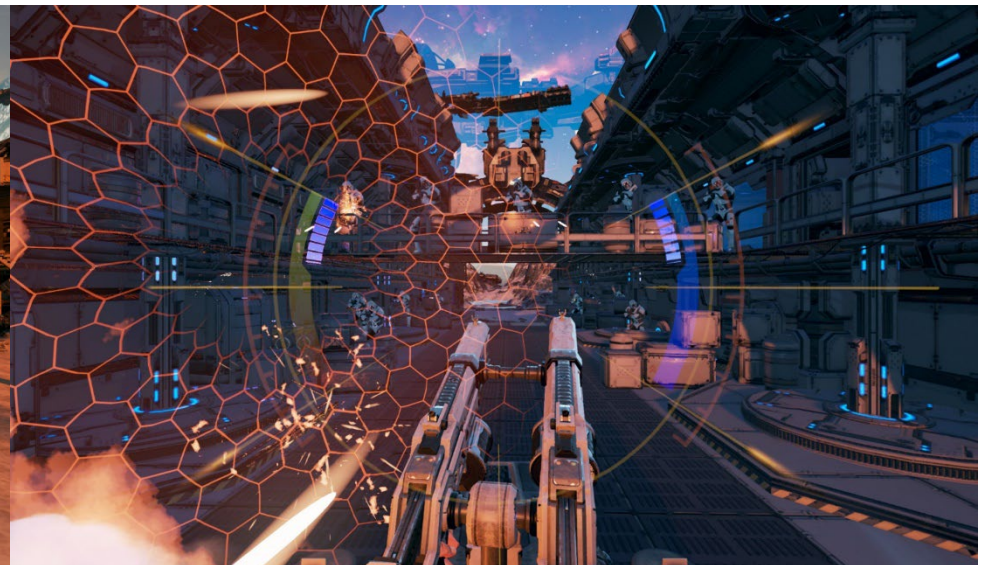
4D VR FPS Game

- Overview : 4D VR attraction game on Unreal Engine 4
- Genre : 4D VR attraction / Motion Device 4D hardware
- Development : eToyLab x Motion Device, 2017 / B2B (CGV)
- Role : EVP of Development, 6-year development
- Highlights : Alien-race warfare fought from advanced combat vehicles, with hardware that moves players through the VR world.



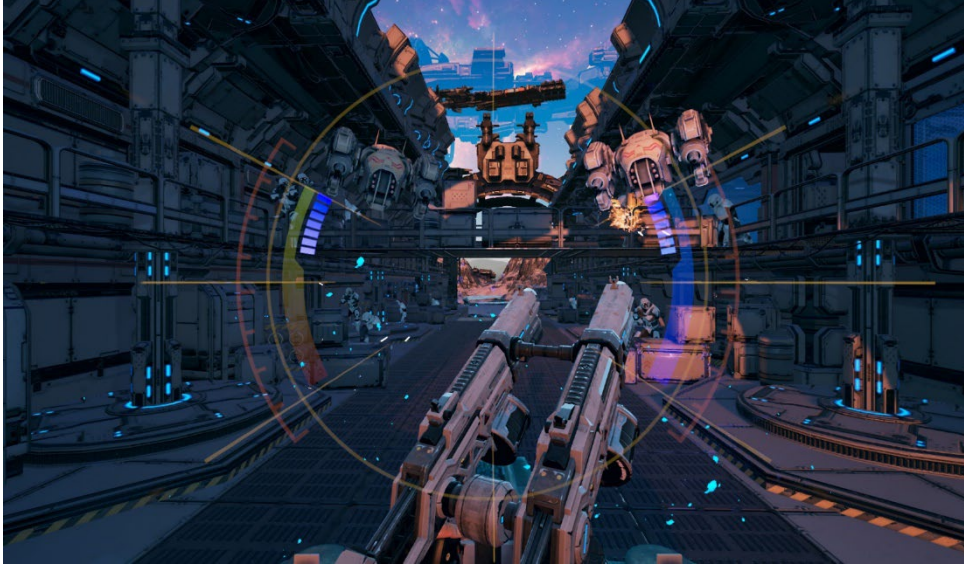
PC / VR GAMES

Battle Planet VR | Game Graphics & Screenshots



PC / VR GAMES

Battle Planet VR | Game Graphics & Screenshots



PC / VR GAMES

Battle Planet VR | Live at CGV Suwon

Now running at the CGV in AK Plaza Suwon.

A paid attraction at the CGV in AK Plaza Suwon since January 2017, also running at VR franchises like Xtreme VR.



PC / VR GAMES

Zombie Buster VR | Game Overview

PC(Steam) / B2B

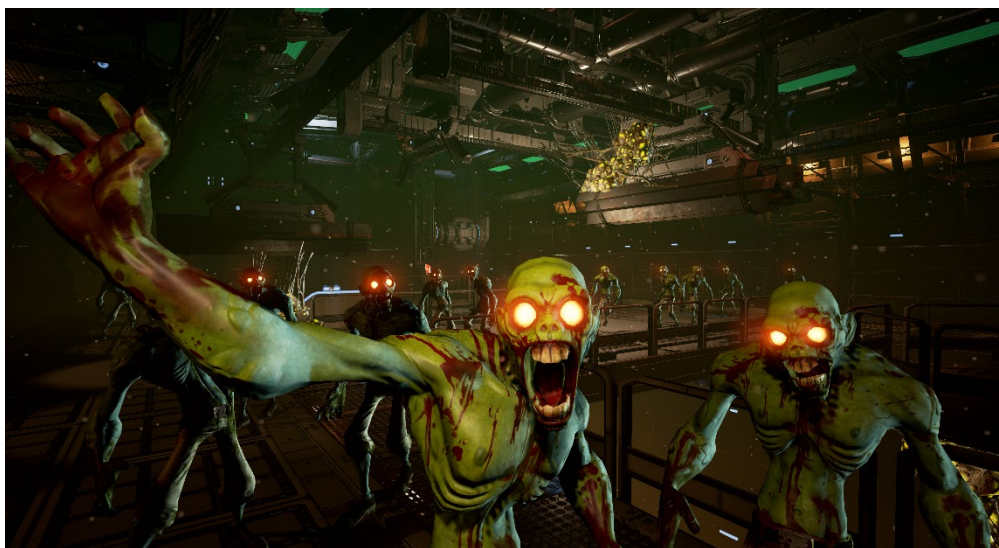
VR FPS Game

- Overview : 3D VR FPS built on Unreal Engine 4
- Genre : Sci-fi VR FPS / PC VR - Oculus and Steam
- Development : eToyLab x Zaxtree, 2017 / Oculus, VIVE, Hypereal
- Role : EVP of Development, 1-year development
- Highlights : Wave-defense VR FPS shipped to both B2C (Oculus / Steam VR) and B2B (Hypereal VR, China).



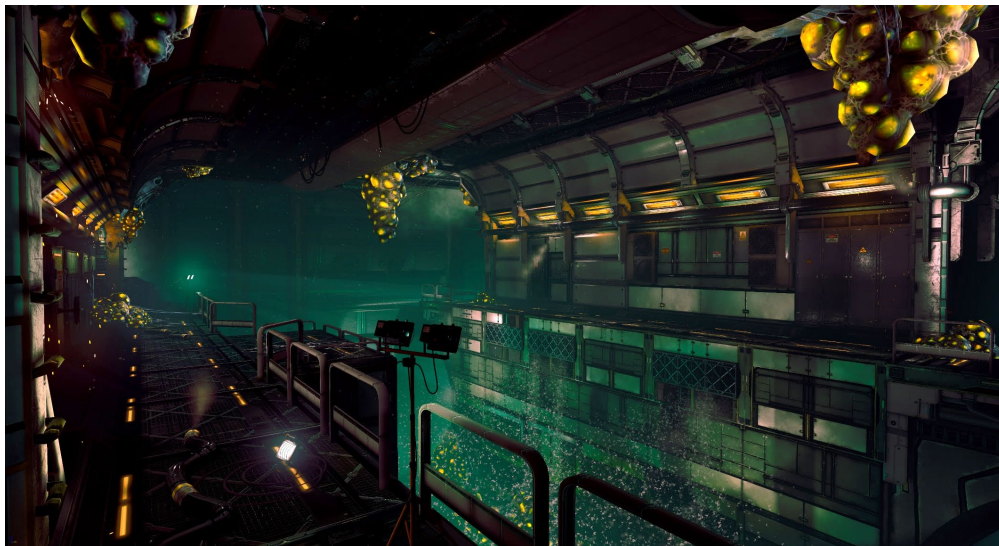
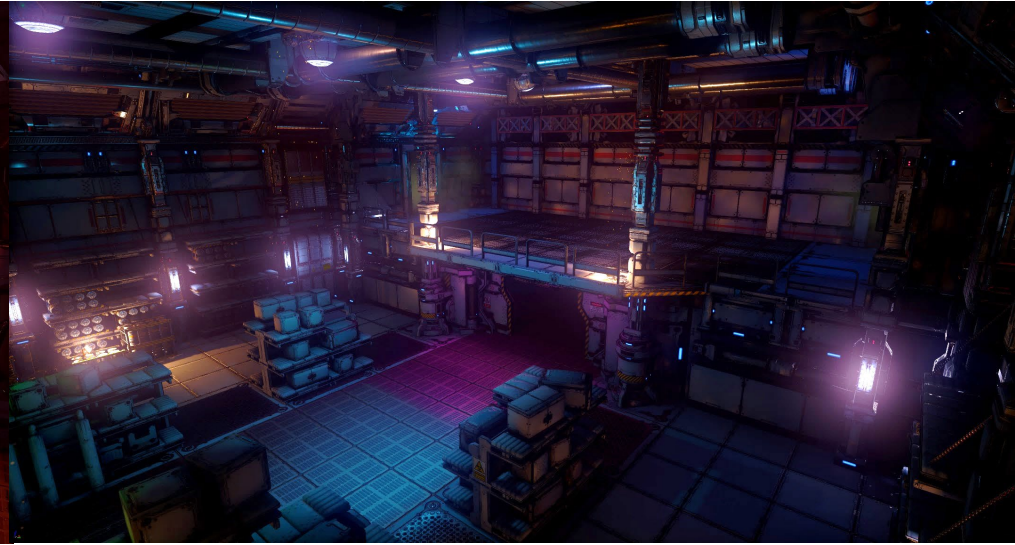
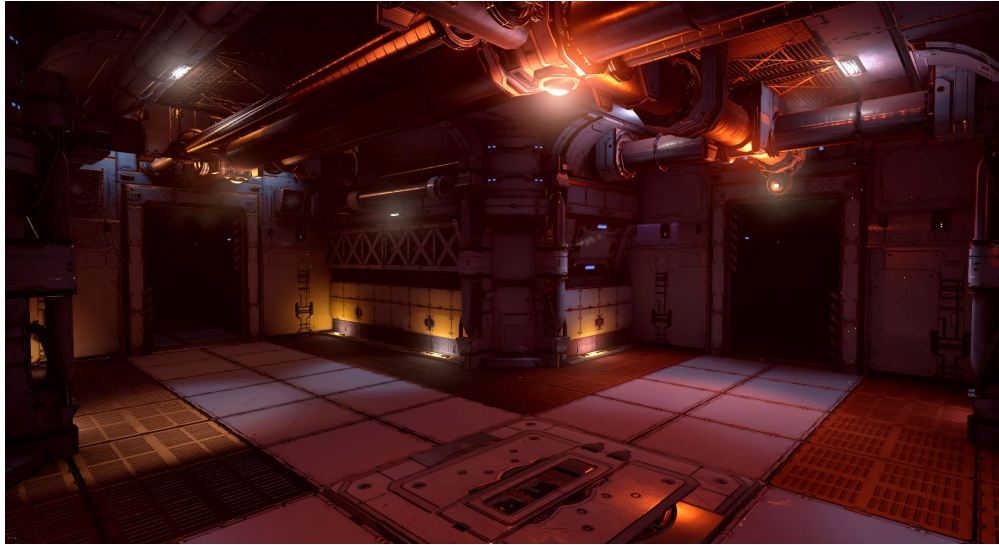
PC / VR GAMES

Zombie Buster VR | Game Graphics & Screenshots



PC / VR GAMES

Zombie Buster VR | Game Graphics & Screenshots



Released Projects

Mobile Platform Games

| Monster Chaser : iOS/AOS Mobile RPG

| Chaos & Defense : iOS/AOS Mobile RTS

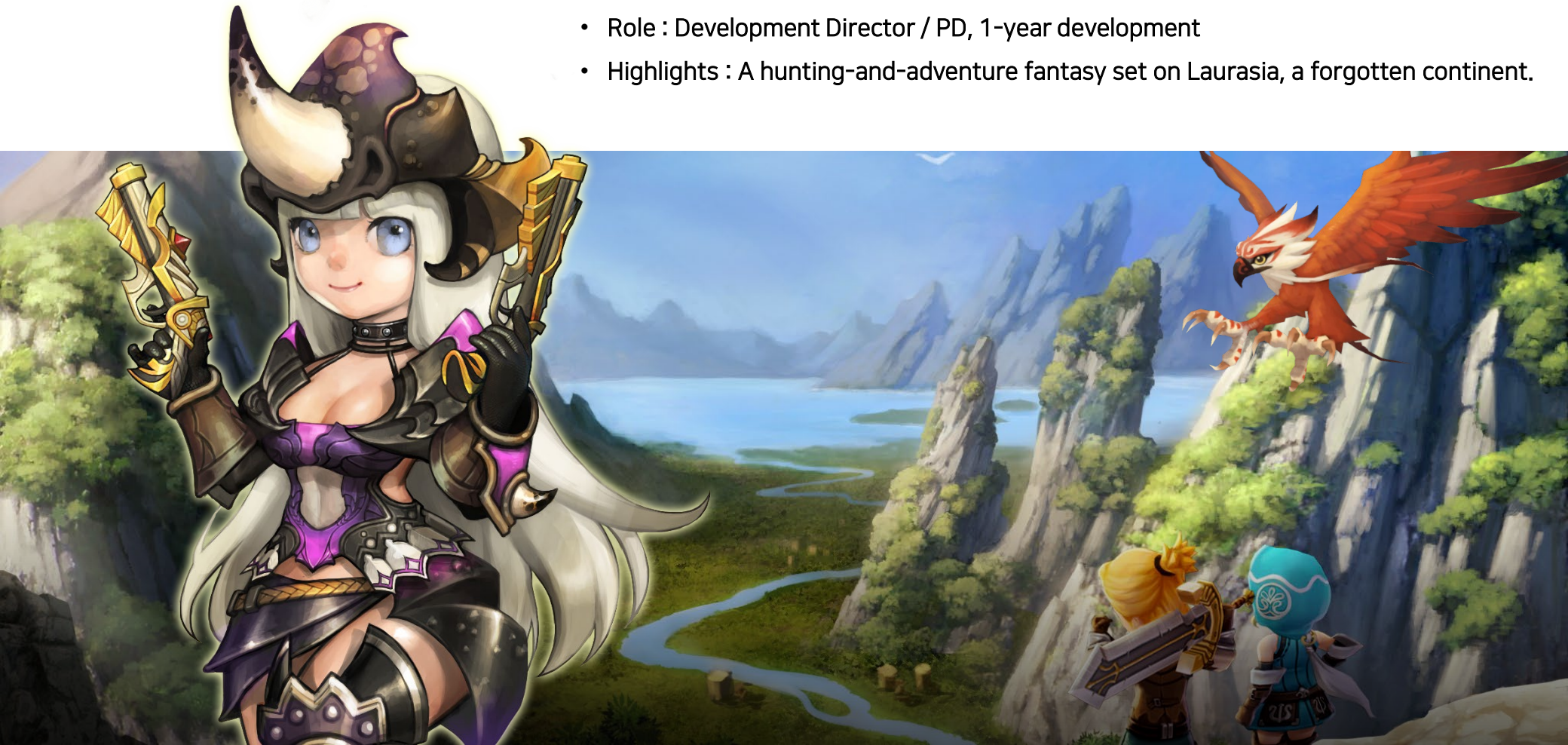
| Bounce Runner : iOS/AOS Mobile Casual Game

MOBILE GAMES

Monster Chaser | Game Overview

iOS/AOS Mobile
Hunting RPG

- Overview : 3D hunting-concept RPG built in Unity 3D
- Genre : Hunting RPG / Mobile - App Store and Google Play
- Development : NHN Entertainment, 2014
- Role : Development Director / PD, 1-year development
- Highlights : A hunting-and-adventure fantasy set on Laurasia, a forgotten continent.



MOBILE GAMES

Monster Chaser | Game Graphics & Screenshots



Monster Chaser | Game Graphics & Screenshots



MOBILE GAMES

Monster Chaser | Game Graphics & Screenshots



MOBILE GAMES

Chaos & Defense | Game Overview

iOS/AOS Mobile
Online RTS Game

- Overview : Proprietary engine - first Kakao game and mobile RTS
- Genre : Online RTS / Mobile - App Store and Google Play
- Development : Wemade, 2012 - launched on Kakao Game
- Role : Development Director / PD, 2-year development
- Highlights : First online RTS on smart mobile, 2012

Best E3 Mobile Strategy Game, E3 2012 (RTS Guru)



MOBILE GAMES

Chaos & Defense | Game Graphics & Screenshots



Every E3 is a whole new mixed bag. This year, most of the games on hand were either about killing someone up close, or killing them from far away. That's pretty much it. Luckily, the strategy titles on hand were far bit more diverse, and as much we've decided to give out the following five awards (hereafter our standard categories for awards at RTS Guru) to the games we believe really stood out from the pack and made the best of what they had to offer at the industry's largest trade show. Here then, without further ado, are our Best of E3 2012 Awards.



BEST MOBILE STRATEGY: Chaos & Defense - WeMade

What need we say? Just check out the below trailer and get your iPhone ready. A steady stream of titles for the iOS and Android are coming out over the next few months, but what we saw at E3 has us certain we'll find a good chunk of time missing from our work days as lunch and bathroom breaks are stretched inevitably longer because of this one.



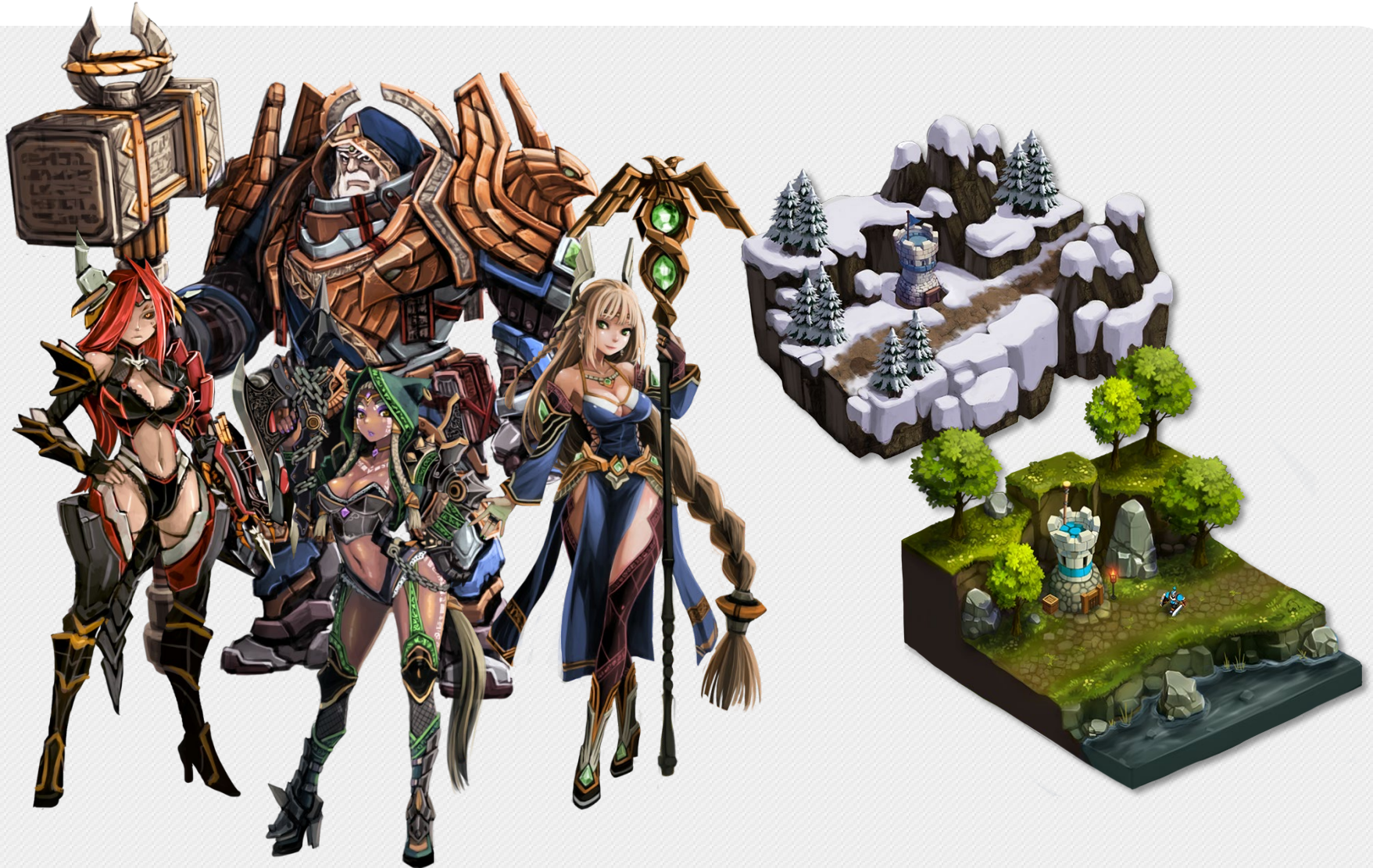
MOBILE GAMES

Chaos & Defense | Game Graphics & Screenshots



MOBILE GAMES

Chaos & Defense | Game Graphics & Screenshots



Bounce Runner | Game Overview

iOS/AOS Mobile

Casual Running Game

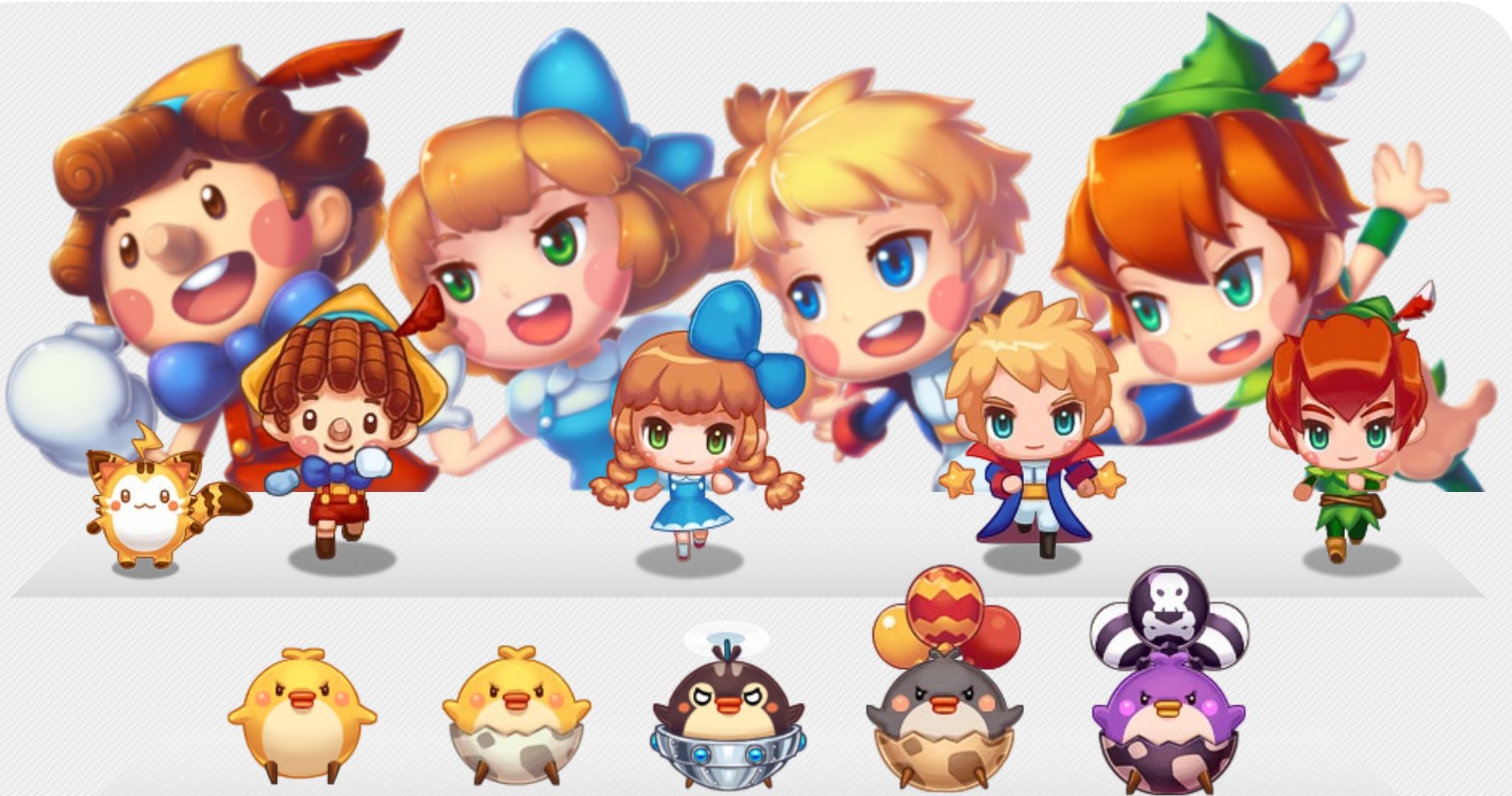
- Overview : Mobile casual game on a proprietary engine
- Genre : Casual / Mobile - App Store and Google Play
- Development : Wemade, 2013 - launched on Kakao Game
- Role : Development Director / PD, 1-year development
- Highlights : A fresh casual take combining Arkanoid with shooter mechanics



Bounce Runner | Game Graphics & Screenshots



Bounce Runner | Game Graphics & Screenshots



Developed Projects

Unreleased Projects

| Ninja RPG : 3D Mobile RPG

| Dungeon Craft : Mobile Sandbox TCG-RPG

| Monster Crash : Mobile Sandbox Simulation

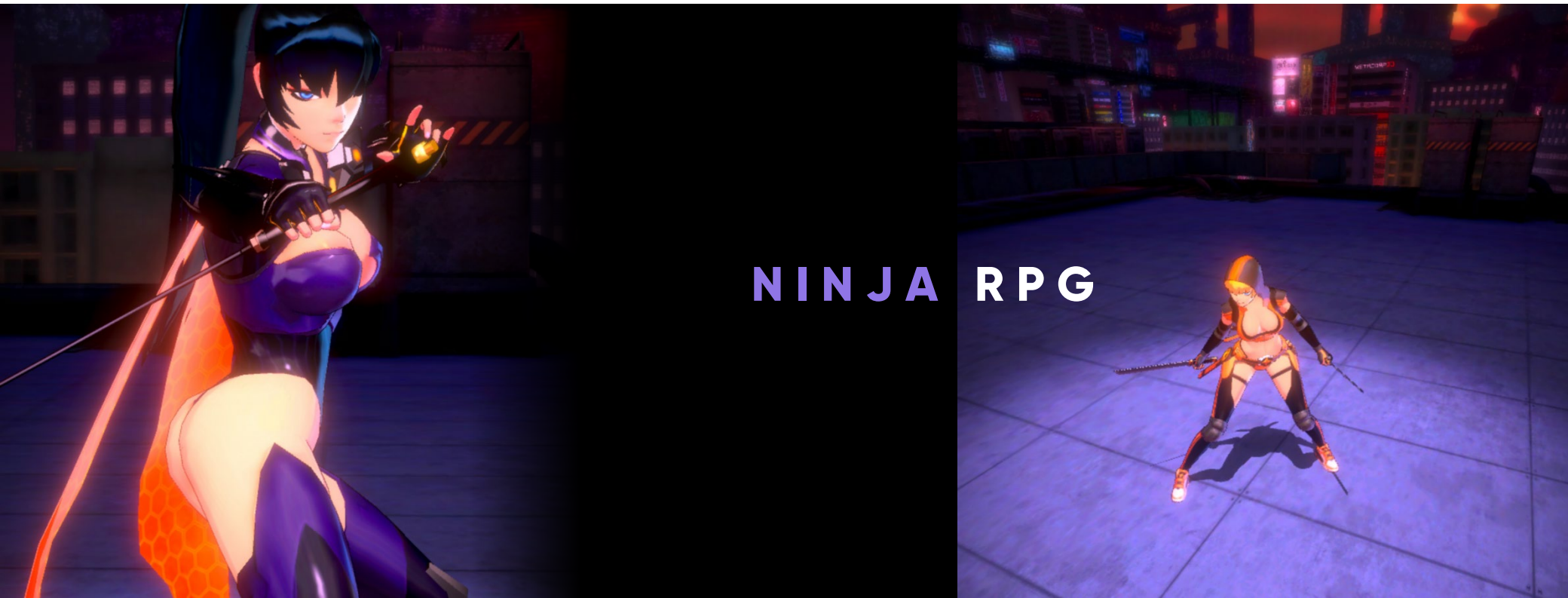
| Alice Poker : Social Casino for PC/VR/Mobile

MOBILE GAMES

Ninja RPG [working title] | Game Overview

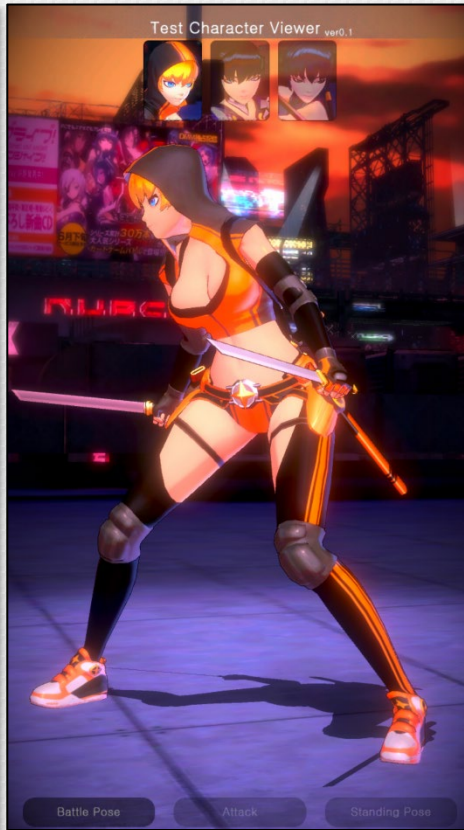
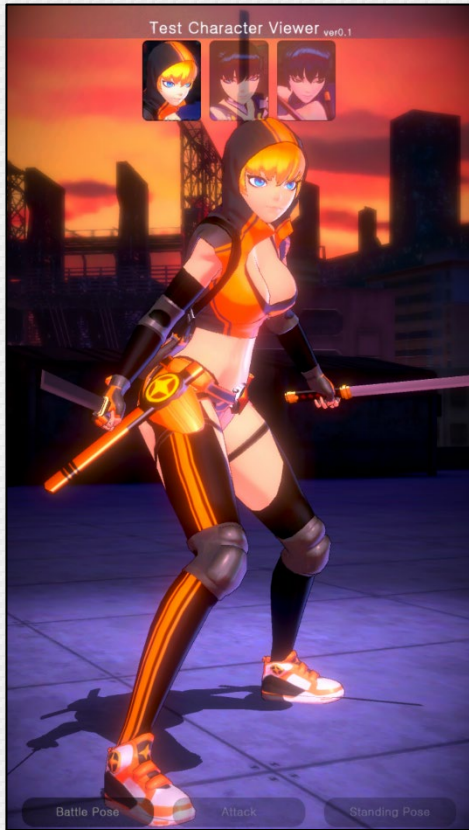
iOS/AOS Mobile
Online RPG Game

- Overview : Mobile TCG + RPG in Unity 3D led by a kunoichi
- Genre : TCG + RPG / Mobile - App Store and Google Play target
- Development : In development at eToyLab, 2017
- Role : Development Director / PD, 6-month development
- Highlights : High-quality 3D characters in a Japanese anime style



MOBILE GAMES

Ninja RPG | Game Graphics & Screenshots



MOBILE GAMES

Ninja RPG | Game Graphics & Screenshots



MOBILE GAMES

Dungeon Craft [working title] | Game Overview

iOS/AOS Mobile

Sandbox TCG Game

- Overview : Sandbox-style TCG + RPG built in Unity 3D
- Genre : Sandbox TCG / Mobile - App Store and Google Play target
- Development : Wemade, 2013
- Role : Development Director / PD, 6-month development
- Highlights : A TCG blending roguelike RPG with Minecraft-style sandbox building



Dungeon Craft | Game Graphics & Screenshots



Dungeon Craft | Game Graphics & Screenshots



Monster Crash [working title] | Game Overview

iOS/AOS Mobile

Sandbox Simulation

- Overview : Sandbox action simulation game built in Unity 3D
- Genre : Sandbox simulation / Mobile - App Store and Google Play
- Development : Wemade, 2013
- Role : Development Director / PD, 6-month development
- Highlights : Raze cities as a monster to conquer the world; destruction feeds a loop of collection and growth.



Monster Crash | Game Graphics & Screenshots



MOBILE GAMES

Monster Crash | Game Graphics & Screenshots



Monsters

PC / VR GAMES

Alice Poker | Alice Poker VR



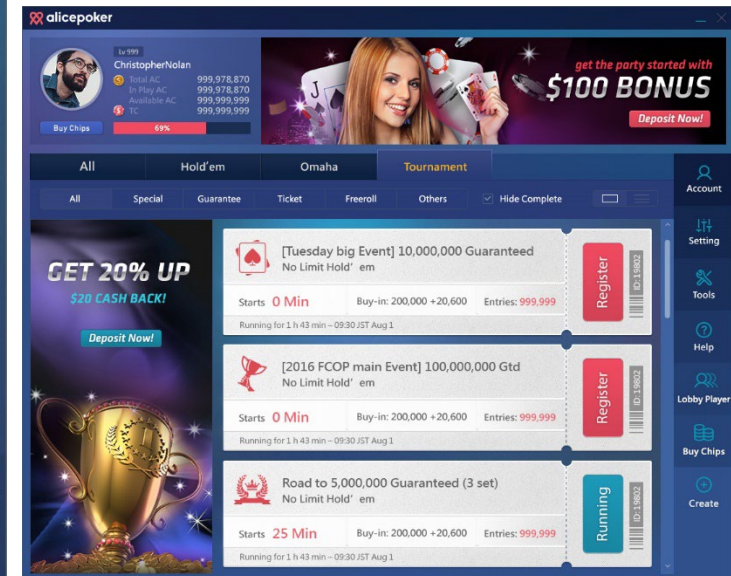
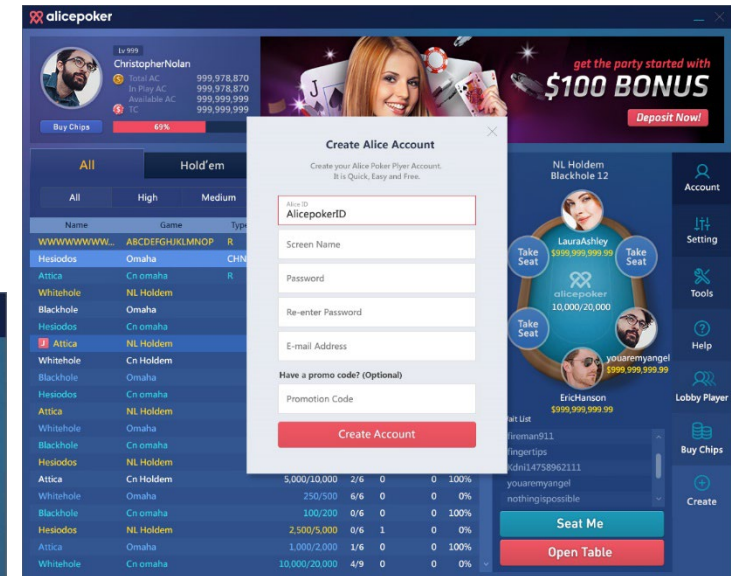
The VR edition of Alice Poker

- Overview : A full-scale, immersive VR poker game built on Unreal 3D
- Genre : Sports Game
- Launch Platform : Sony PlayStation 4 VR (contract signed March 2016)
- Target Regions : North America, Europe, and Japan/Asia



PC / VR GAMES

Alice Poker | Alice Poker PC



PC / VR GAMES

Alice Poker | Alice Poker Mobile



Developed Projects

PC Online Platform

| Cheongin Online : MORPG (Wemade publishing)

| Tales of Forestia : MMORPG (Gamania, Taiwan)

Cheongin Online | Game Overview

PC Platform

Online MORPG

- Overview : MORPG on a proprietary 3D engine, Korean fantasy
- Genre : MORPG / PC
- Development : Nomark, 2002 - Wemade publishing and investment
- Role : Development Director, 5-year development
- Highlights : Grand Prize, 2002 Pre-Production Support Award

Minister of Information & Communication Award (Korea)



Cheongin Online | Game Graphics & Screenshots



Cheongin Online | Game Graphics & Screenshots



Tales of Forestia | Game Overview

PC Platform

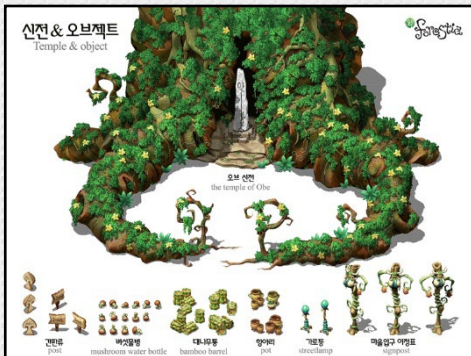
Online MMORPG

- Overview : MMORPG on a proprietary engine, set in a micro world
- Genre : MMORPG / PC
- Development : ARAIDC, 2000 - Wemade (KR) and Gamania (TW)
- Role : Lead Game Designer, 2-year development
- Highlights : Grand Prize, 2000 Pre-Production Support Award

Minister of Information & Communication Award (Korea)



Tales of Forestia | Game Graphics & Screenshots



Tales of Forestia | Game Graphics & Screenshots

