Ivan Kim

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Education
University of California, Irvine   June 2021
B.S. in Computer Game Science

Projects

Alien Dungeon   **March 2020 - June 2020**
Producer/Programmer
- Lead the development of a 2D multiplayer dungeon crawler game, where players control two characters who fight off multiple different aliens, while trying to escape the ship.
- In charge of keeping the group organized and on track to meet program deadlines.
- Programmed player movement and their animations, room transitions, 4 out of the 5 alien enemy AI's, the boss AI, and player UI.

Brick-BreakerCO-OP   **September 2019 - December 2019**
Programmer
- Assisted in programming a co-op brick breaker game that allowed two players to work together by controlling a paddle and hitting the ball into bricks in order to destroy them. Destroyed bricks can also drop power-ups.
- Programmed the paddle and its movement, ball bouncing off the paddles and bricks, bricks breaking, and created 3 levels(Heart, Snowman, Deathstar)

Project OW   **February 2020-Present**
Programmer/GameDesigner
- Personal project in creating custom characters from the video game Overwatch.
- Iterated through many character concept designs and programmed character abilities.

Technical Skills
Programming Languages: Proficient with Python, C++, Java, C#, and SQL
Software: Microsoft Office(Word, Power), MYSQL, Ren'py, Unity
Languages: Spanish (Fluent)