Kyle Woo

Contact

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Skills

Excellent

Project Management, Agile/Scrum Workflow Facilitation, Problem Solving, Creative Thinking, Narrative Design, Gameplay Design, Cinematic Sequencing, Cross-Functional Team

Very Good

Leadership, Conflict Resolution, Communication, Documentation, Perspective Drawing

Tools

Excellent

Jira, ClickUp, Unreal Engine 5, Unity, GitHub, C#, Adobe Photoshop, Adobe Premiere Pro

Very Good

Adobe Illustrator, Blender, Blueprint, C++

Good

Autodesk Maya, ZBrush, Python, HTML

Trilingual

Korean	Native
English	Fluent
Japanese	Very Good

Applying For Positions Below:

Engineering Lead, Producer, Project Manager

| Experience |

Shield Down, Professor John Murray | VR Electronic Literature
Co-Producer, Programmer, Technical Artist — Jan – Jul 2025

- Managed small-team upgrades using Jira, while balancing multiple projects.
- Enhanced visuals with lighting, VFX, set dressing, and advanced post-processing.
- Expanded animations and improved atmosphere with narrative-driven design.
- Delivered polished build for ELO submission, earning strong feedback.

Horizon Angler, DIG 4715C | Mystery Fishing Adventure
Producer, Project Manager, Director, Programmer — Feb – Apr 2025

- Directed overall design, narrative, and production cycle.
- Programmed core systems: UI, saving/progress, NPCs, boss fight.
- Created shaders (waves, dynamic lighting) and rigged a complex final boss.
- Learned scoping, production planning, and leadership through conflict resolution.

Graveyard Shift, DIG 4715C | Stealth Horror Game
Project Manager, Enemy Designer, Animator, AI Programmer — Jan – Feb 2025

- Led team to meet all deadlines, ensuring smooth production.
- Designed and implemented enemy AI with Behavior Trees, boosting responsiveness.
- Programmed core gameplay in Unreal Engine (Blueprints, AI, animation pipelines).
- Modeled and animated enemy characters with mocap integration.

Knightline Combat, DIG 4715C | Casual Tactical Shooter
Project Manager, UI/Enemy AI Programmer — Jan – Feb 2025

- Directed project workflow and milestones, improving team productivity.
- Programmed state-based AI for enemy movement and attacks.
- Designed UI systems to optimize accessibility and player experience.
- Strengthened leadership skills using Jira and professional PM practices.

Underneath the Thread, DIG 4633C | VR Murder Mystery
Lead Producer, Programmer — Nov – Dec 2024

- Managed 9-person team to deliver a full VR game within one month.
- Organized tasks, milestones, and communication for smooth progress.
- Achieved best-in-class result, demonstrating strong leadership.

Sundered Veil, DIG 4713 | Digital Souls-like Board Game
Project Manager — Aug – Dec 2024

- Applied advanced PM techniques with Upwork and scheduling tools.
- Monitored progress and ensured timely task completion.
- Built strong organizational and cross-discipline collaboration skills.

Vivid Space, DIG 3811 | VR Interior Design App
Producer, Programmer — Sep – Dec 2024

- Led concept ideation and acted as sole Unity programmer.
- Developed a functional VR prototype in one week.
- Balanced technical challenges with creative problem-solving.