

# HyunJoon Kim

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Github: <https://github.com/LittleRookey> Portfolio: <https://litkeystudio.tistory.com/category/Portfolio>

Availability: Jan 2023- August 2023

## EDUCATION

Northeastern University, Boston, MA

2017 Fall – 2024 Summer

*Khoury College of Computer Sciences*

Candidate for a Bachelors of Science in Computer Science and Game Development

**Courseworks:** Fundamentals of Software Engineering, Algorithms and Data, Object Oriented Design, Programming in C++, Database Design, Discrete Structure, Linear Algebra, Calculus II, Computer Systems, Game Capstone

## WORK EXPERIENCE

Sergeant, Software Engineer

December 2019 – June 2021

- Repaired software and systems to assist confidential operations
- Created programs that automates the complicated and repeated jobs
- Improved utility and organization of operation-critical data by optimizing a quarriable web database as an alternative to the default file system
- Devised and implemented an algorithm to obtain information from contaminated binary data
- Relevant Skills: Python, Django, NumPy, HTML, PyQt4

## COMPUTER KNOWLEDGE

Languages: C#, C++, Python, TypeScript, React, C, MySQL, Java, Django, HTML

Software: Unity, Git, Linux, Excel Sheet, MySQL workbench, jupyter-notebook, Clip studio

## PROJECTS

Talent Raise: IDLE RPG (Unity2D+ Backend)

June 2022 – Present

- Created most ongoing genre mobile game industry with its business model
- Learned the basics of game architecture using scriptable objects
- Design document: [https://docs.google.com/document/d/1drV4VZ-03yBDjfCO-2n1\\_Ci0OxIjAG39GUgGG2CVHhc/edit?usp=sharing](https://docs.google.com/document/d/1drV4VZ-03yBDjfCO-2n1_Ci0OxIjAG39GUgGG2CVHhc/edit?usp=sharing)

Therapist Game (MySQL + Python)

September 2021 – December 2021

- Built GUI using PyQt5 that is interconnected with MySQL database server
- Managed MySQL to formalize the database

Zombie Defense Shooter (Unity3D)

September 2021 – December 2021

- Implemented basic FPS mechanics, Grid, Grid Building mechanics
- Reduced memory usage and optimized dirty code based on various techniques

Project Z (Unity2D+ JSON)

August 2019 – December 2019

- Implemented basic inventory, store, in app purchase, google admob display, etc
- Gained experience in mobile game release

Pong (Open GL)

September 2019 – December 2021

- Managed glut library to create basic mechanics of Pong

## INTERESTS

Game Development, Piano, Content Design, 2D Drawing, Artificial Intelligence, Apocalypse, 3D Math, Artificial Intelligence