

Younghoon Kim

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EDUCATION

DigiPen Institute of Technology in KMU | Daegu, South Korea

B.S. in Computer Science | GPA: 2.98/4.5

May 2025

TECHNICAL SKILLS

Programming Languages: C, C++, C#, python

Tools: Visual Studio, Visual Code, Git

Engines: OpenGL based game engine(self-made), Unity

Interpersonal Skills: Teamwork and cooperation, self-directedness, problem solving skills, conflict resolution skills

PROJECTS

Lost Light | Art Lead

Nov 2023 - Dec 2023

- 2D Platformer, Puzzle, Shooting and Action game
- Develop all assets, animations, and map placements in the game

Delusion | Art Lead

Mar 2024 - Jun 2024

- Puzzle, QTE, Arcade, and Horror game
- Development of all assets, animations, map placements in the game and codes related to each gimmick

Highway | Technical lead

Aug 2024 - Present

- 2D Platformer, Puzzle, Shooting and Action, Metroidvania game
- I developed codes for creating skills, items, recovery, maps, bug fixes, etc.