Andrew Kim

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Interdisciplinary software engineer looking for opportunities in back-end, front-end, and/or full-stack, with additional experience in simulation / visualization software and game development

Work Experience

MoodRoom													**Seattle, WA**
Lead Game Developer — Game Development							*May 2025 – Present*
- Directed technical decision-making across a cross-functional team, balancing innovation with scope management to ensure timely delivery.
- Architected and developed core gameplay systems from the ground up using the Godot engine, delivering performant and engaging player experiences.
- Conceptualized and built a minimum viable product (MVP) that effectively demonstrated product potential and secured interest from venture capital investors.

Schindler Iterative Translation Lab, VA Puget Sound Medical Center			**Seattle, WA**
Data Engineer — Machine Learning and Data Visualization					*January 2025 – June 2025*
- Processed large datasets to visualize polysubstance use behavior in mice, enhancing data interpretation and analysis.
- Selected and implemented a machine learning model to uncover hidden behavioral states in mice, leveraging extensive data visualization.
- Ran net calculations over a wide set of mouse data, creating visuals including dendrograms, heatmaps, Multiple Correspondence Analysis (MCA) and Principal Component Analysis (PCA), as well as k-means clustering.
- Published contributor in research paper.

Lizard Tank, LLC.											**Seattle, WA**
Lead Game Developer — Game Development							*July 2024 – Present*
- Architected, designed, and implemented a custom physics system, saving the company thousands of dollars by eliminating the need for third-party solutions, while ensuring realistic and dynamic object interactions for enhanced gameplay.
- Developed and optimized user interface (UI) systems, reducing user frustration and saving hours of potential disengagement, resulting in increased player satisfaction and significantly boosting overall game and product engagement.
- Engineered AI behaviors using state machines and advanced algorithms for path planning and obstacle avoidance, leading to intelligent and responsive non-player character (NPC) movement.

MathWorks Inc.											**Natick, MA**
Software Engineer — Engineering Development Group						*May 2022 – June 2024*
- Architected and built a back-end research tool that enabled customers to efficiently sift through thousands of third-party analog devices and automatically generate relevant specification plots, saving over 1000 man hours of manual web searching.
- Built the first proof of concept, integrating Simulink with Unreal Engine for a leading construction firm, enabling virtual testing that saved ~$1M per vehicle on real-world testing and potential equipment damage.
- Led as Scrum Master and Operations Lead a team of 50+ engineers to efficiently assist hundreds of industry leading companies and academic institutions in defense, tech, biomedical, etc., with troubleshooting MATLAB and Simulink models as quickly and accurately as possible.

Technical Skills

Programming — C++, MATLAB, Python, Java, C#, GDScript, React
Software — Simulink, LabView, Microsoft Office, Perforce, GitHub, Git, Visual Studio, Godot, Unity
Mechanical — SolidWorks, Catia v5, Autodesk Inventor

Education

Western Governors University								**Remote / Salt Lake City, UT**
Master of Science in Computer Science and Artificial Intelligence (MSCS)			*May 2025 – Present*

Purdue University											**West Lafayette, IN**
Bachelor of Science in Astronautical and Aeronautical Engineering (BSAAE)			*May 2022*
Cumulative GPA: 3.50 / 4.00 — Honors College