Name: Youngjin Kang

Portfolio: https://thingspool.net

LinkedIn: https://www.linkedin.com/in/youngjin-kang-55321882

Email: architsch@gmail.com   **Current Location:** South Korea

Writings

Procedural Narratives https://thingspool.net/software-development/page-3.html

General-Purpose Cellular Automata https://thingspool.net/software-development/page-4.html

Making Profit as a Game Developer https://thingspool.net/software-development/page-20.html

Functional Programming for Game Dev https://thingspool.net/software-development/page-21.html

Universal Laws of Game Design https://thingspool.net/game-design/list.html

Skills

Unity Game Development (Unity, C#)

HTML5 Game Development (Javascript, Typescript, Webpack, Pixi.js, Three.js, React.js)

Graphics Programming (WebGL, OpenGL, GLSL)

Network Programming (Node.js, Express.js, MongoDB, MySQL, Solidity, Web3.js)

General-Purpose Programming (Java, MATLAB, C, C++, Ruby)

Source Control (GitHub, Perforce, Plastic SCM)

Hardware Engineering (Verilog, FPGA, LCDK, Digital Logic)

Education

University of Washington (Seattle, WA, United States)

- B.S. in Electrical Engineering (Specialized in Digital Signal Processing)

Bellevue High School (Bellevue, WA, United States)

- AP Computer Science, AP Calculus, AP Biology

Work

2024.1 - Present: Senior Unity Engineer (Branch Technologies, Inc)

- Working as a generalist Unity engineer.

2022.5 - 2023.7: Tools and Graphics Developer (Galactic Entertainment)

- Developed a custom HTML5 game engine with Three.js, WebGL, and GLSL.

2019.3 - 2022.1: Software Engineer (Valkyrie Entertainment, LLC)

- Developed a Unity multiplayer game with .NET/MySQL.

2017.7 - 2019.3: Software Engineer (Signal Studios, LLC)

- Developed several Unity and HTML5 games with Node.js/MongoDB.

Projects

PlanetQuest (Galactic Entertainment)

- A Web3 game with fully synchronous multiplayer gameplay and open-world terrain navigation.

GunsUp! Mobile (Valkyrie Entertainment, LLC)

- An asynchronous mobile multiplayer game which supports IAP and a variety of meta-game events.

Call of Guardians (Signal Studios, LLC)

- A synchronous mobile multiplayer game which supports IAP and in-app ads.