

Byeongjun Kim






Email: qudwnsshrck22@gmail.com
Phone: (US) (+1) 425-521-9845

Github: <https://github.com/byeongjunkim2>
LinkedIn: <https://www.linkedin.com/in/byeongjunkim2/>
Portfolio: <https://byeongjunkim2.github.io/>

Skills

Languages & APIs: C, C++, JavaScript, OpenGL, HTML(Basic), Python(Basic), C#(Basic)
Tools & Game Engines: Visual Studio, Visual Studio Code, Git, Unity

Projects

-  **Breathe of the Sky** 09/2024 - now
- * Team DragonFall (Team of 5) | Unity 3D VR game project | gameplay programmer
 - Developed a localization feature that manages all in-game text, allowing for easy switching between languages within the game.
 - Implemented a base function for interaction features and weapons. Currently, over 80% of the objects are based on this functionality.
-  **Two Head Ogre** 01/2024 - 04/2024
- * Team lenikaeritai (Team of 2) | Unity Nintendo Switch portable Third-Person Game | gameplay programmer
 - Handled the input processing for Nintendo Switch compatibility, making the game playable on the Nintendo Switch.
 - Implemented various types of guns and AI for monsters, which added to the game's immersion.
-  **Megalocephalo** 08/2023 - 04/2024
- * Team Flapjack (Team of 8) | Unity 3D platformer game | gameplay programmer & quality assurance
 - Created a special attack (whipping) for the character and developed objects that can only be interacted with using this special attack. This was designed to be designer-friendly, allowing designers to easily create additional elements.
 - Developed boss's attacks and AIs. Throughout this process, I closely followed the designers' requirements, which earned me positive feedback from the design team.
-  **3D Graphics Engine Demo** 03/2021 - 07/2021
- * Team NCJU (Team of 2) | C++ 3D engine demo | engine engineer
 - Utilized the C++ OpenGL library to implement a lot of elements, including procedural 3D modeling, toon and fog shading, geometry shaders, and various noise generation techniques like fractal, turbulence, marble, wood, and more.
-  **Mawang : The Dungeon CEO** 09/2020 - 07/2021
- * Team GGM (Team of 5) | C++ 2D game project | gameplay programmer
 - Developed an automatic battle system with dynamic effects, significantly enhancing player engagement and focus.
 - Conceptualized and executed AnimationCutter, a sprite-cutting tool that reduced processing time by over 90%.
 - Initiated the creation of CSVReader, a database management tool leveraging Excel's tabular data structure to optimize the handling of game object location data.
- ## Education
- Bachelor of Science in Computer Science in Real-Time Interactive Simulation** 08/2023 - 04/2025
 - Digipen Institute of Technology, Redmond, WA

Bachelor of Science in Computer Science 03/2019 - 07/2021
 - Keimyung University, Daegu, Korea
- ## Experience
- Republic of Korea Army Service** 07/2021 - 04/2023
 - Military Service of South Korea