

Byeongjun Kim

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Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation
- Digipen Institute of Technology, Redmond, WA

08/2023 - 04/2025

Bachelor of Science in Computer Science
- Keimyung University, Daegu, Korea

03/2019 - 07/2021

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.

Megalcephalo

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.

Skills

Languages & APIs: C, C++, JavaScript, OpenGL, HTML(Basic), Python(Basic), C#(Basic)

Tools & Game Engines: Visual Studio, Visual Studio Code, Git, Unity

Experience

Republic of Korea Army Service
- Military Service of South Korea

07/2021 - 04/2023