

# Byeongjun Kim

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## Skills

Proficient: C, C++, Gameplay Programming  
Intermediate: C#, AI Development, JavaScript  
Basic: OpenGL, HTML, Python

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

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## Projects



### Breath of the Sky

09/2024 - present

\* *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 Ienikaeritai (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 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.
- Engineered **boss's attacks and AIs**. Throughout this process, I closely followed the designers' requirements, which earned me positive feedback from the design team.



### 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.

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## Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

08/2023 - 04/2025

- Digipen Institute of Technology, Redmond, WA
- Relevant Courses: AI for Games, Networks, Computer Graphics

Bachelor of Science in Computer Science

03/2019 - 07/2021

- Keimyung University, Daegu, Korea
- Relevant Courses: Game Engine Architecture, Computer Graphics