

# Byeongjun Kim






Email: qudwsshrck22@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/>

## 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

## Projects

-  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.
-  Not Bomb 04/2020 ~ 08/2020  
\* Team N.E.A.T (Team of 4) | C++ 2D game project | gameplay programmer  
- Implemented a turn-based battle system for a strategic card game, which is evaluated as an excellent game by the professor, as it improved the fun of the game by allowing players to strategically respond to enemy attacks.  
- Started the creation a random function that presents rewards according to the situation, emphasizing the strategy of the game.

## 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 07/2021 ~ 04/2023  
- Military Service of South Korea