

# Byeongjun Kim

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Portfolio: <https://byeongjunkim2.github.io/>

## 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

## 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 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 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.
  - 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.
- ## 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

## Experience

**Republic of Korea Army Service** 07/2021 - 04/2023

- Military Service of South Korea