

Byeongjun Kim






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Education

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| 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

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|  Two Head Ogre
* 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. | 01/2024 ~ 04/2024 |
|  Megalocephalo
* 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. | 08/2023 ~ 04/2024 |
|  3D Graphics Engine Demo
* 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. | 03/2021 ~ 07/2021 |
|  Mawang : The Dungeon CEO
* 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. | 09/2020 ~ 07/2021 |
|  Not Bomb
* 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. | 04/2020 ~ 08/2020 |

Skills

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

Experience

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| Republic of Korea Army Service
- Military Service of South Korea | 07/2021 ~ 04/2023 |
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