Sophia Kim

Seoul, South Korea

sophia.kim@fakeemail.com | +82 10 1234 5678 | LinkedIn | GitHub

Education

Seoul National University

Master of Science in Game Development

Mar 2020 – Feb 2022 | Seoul, South Korea

GPA: 4.3/4.5

Activities: Game Development Club Leader, VR/AR Research Assistant, 3D Modeling Workshop Instructor

Relevant Coursework: Game Engine Architecture, 3D Graphics Programming, Game Physics, AI for Games, Virtual Reality, Game Design, Level Design, Audio Programming

Bachelor's Degree: B.Sc. in Computer Science, Korea Advanced Institute of Science and Technology (KAIST), GPA: 4.1/4.5

Work Experience

Game Engine Developer | NCSOFT | Mar 2022 - Present | Seoul, South Korea

- Developed core rendering systems for proprietary game engine using C++ and DirectX 12.

- Implemented physically-based rendering pipeline and global illumination techniques.

- Optimized engine performance on various hardware platforms, achieving 30% better frame rates.

- Created engine tools for artists and designers using C# and WPF, improving workflow efficiency.

Skills

Programming: C++, C#, HLSL/GLSL, Python, TypeScript, Lua

Graphics APIs: DirectX 12, Vulkan, OpenGL, Metal

Game Engines: Unreal Engine, Unity, Custom Engine Development

Graphics Techniques: PBR, Global Illumination, Volumetrics, GPU Particle Systems

Math: Linear Algebra, Calculus, Physics Simulation, Computational Geometry

Tools: Visual Studio, Git, Perforce, Maya, Blender, Houdini

Other: Multithreading, SIMD Optimization, Memory Management, Shader Programming, Level Design

Certificates

Unreal Engine Certified Developer

Unity Certified Professional Programmer

NVIDIA CUDA Certified Developer

Autodesk Certified Professional: Maya

Awards

Best Technical Achievement – Korean Game Awards 2023

Game Developer Conference (GDC) Scholar 2022

Grand Prize – Seoul AR/VR Game Competition 2021