Hyoeun Kim

434 W 120thSt, Apt. 4M New York, NY 10027

RESEARCH INTEREST

Interactive Storytelling: AR/VR, Transmedia, Live interactive performance

EDUCATION

EWHA WOMANS UNIVERSITY, School of Liberal Arts

Seoul, KR

B. A. Double Major in Korean Language and Literature and Business Administration, GPA 3.67/4.30 Related coursework: Digital media & Arts, Theory & Analysis of Drama, Principles of Creative Writing

Feb 2013

PROFESSIONAL EXPERIENCE

MWN Tech Anyang, KR

Senior Game Designer of Angry Ball VR

Jan 2018 - Nov 2018

- Wrote game dialogues as a narrative director
- Designed core gameplay systems and user experience
- Tested gameplay features and provide constructive feedback
- Managed the applications for government Startup R&D funded programs in South Korea
- Supervised online marketing using Steamworks, Google Analytics and Facebook Ads Manager

CJ E&M Seoul, KR

Film Marketing Senior Analyst

Jan 2014 - Jul 2017

- Created marketing strategies and executed action plans to promote the films listed below
- Developed a communication plan with media agencies including tv commercial, print, digital, and theater
- Supervised and developed the film artwork with art designers for the promotional material
- Managed PR guidelines and arranged press screening events
- Analyzed and evaluated film investment proposals
- Tracked and reported user behavior and company performance with all database

The Battleship Island	Period, Action	Jul 2017	The Sound of a Flower	Period, Drama	Nov 2015
Real	Action	Jun 2017	The Accidental Detective	Comedy, Thriller	Sep 2015
Fabricated City	Crime, Action	Feb 2017	Veteran	Action, Drama	Aug 2015
The King's Cast Note	Period, Comedy	Apr 2017	Perfect Proposal	Crime, Thriller	Jun 2015
My Annoying Brother	Comedy, Drama	Nov 2016	The Chronicles of Evil	Thriller, Crime	May 2015
Seondal	Period, Heist	Jul 2016	Salut D'amour	Drama, Romance	Apr 2015
The Truth Beneath	Thriller	Jun 2016	Love Forecast	Romance, Comedy	Jan 2015
Like for Likes	Romance, Comedy	Feb 2016	Roaring Currents	Action, Drama	Jul 2014

Nexon Korea Seoul, KR Jul 2012 - Jul 2013

Game Designer of Vindictus

Wrote NPCs' backstory for Season 2 update

- Led the development of an interactive pet character
- Analyzed user behavior database and reorganized level system for new registered user
- Worked closely with the engineering team, animators, and art designers to develop system features
- Planned promotion events for monetization and user engagement
- Managed live service and planned QA for Taiwan server

HONORS & AWARDS