Hyojoon Kim

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STUDENT PROJECTS

08/2024 – 04/2025

Game [Breath of the sky] | Gameplay Programmer, AI Programmer   C# , Unity

VR game where players ride dragons and use a grappling gun to soar through the skies while engaging enemies.
- Developed a **Behavior Tree** in Unity to manage complex AI decision-making.
- Implemented **Behavior Tree Editor** using Unity **Graph View.**
- Designed and integrated various types of enemy monsters using Behavior Trees.

08/2023 – 04/2024

Game [Megalocephalo] | Gameplay Programmer   C# , Unity

A 2.5D platformer shooter that challenges players with perspective switching, puzzle-solving, and obstacle navigation.
- Shaped the prototype using Unity featuring a 2.5D perspective switching system.
- Engineered physics-based interactions between the player and various moving objects.
- Implemented **object pooling** for bullets and interactable objects, significantly optimizing performance.

10/2024 – 12/2024

Game [Punch and Run] | Technical Lead   C# , Unity

Unity Nintendo Switch Game, A fast-paced endless runner game.
- Implemented punch attack mechanics using the Switch Joy-Con's gyroscope.
- Developed an automated monster spawning system to continuously challenge players.

03/2020 – 06/2020

Game [Jackpot] | Technical Lead   C++

A tower defense game featuring poker cards, requiring strategic placement and combinations to boost damage and block
- Implemented an **A* pathfinding** algorithm in the game.
- Developed a **custom engine** using C++.
- Implemented various components within the engine. Coached teammates how to use new components. Boosted the development speed.
- Implemented **object pooling** for bullets and monsters to resolve the game's frame drop issues.

09/2019 - 10/2019

Master copy project [Pack-man] | Technical Lead   JavaScript

Recreated the classic arcade game using p5.js,
- Implementing the classic game Pac-Man. Developed four different ghost AI based on original Pac-Man game.

EXPERIENCE

01/2025 – 04/2025

Student TA – cs170 :
DigiPen Institute of Technology

SKILLS

- C++, C#, C, Unity, OpenGL, JavaScript, Visual Studio, VS Code, Git, Linux

EDUCATION

03/2023 – 04/2025

DigiPen Institute of Technology   Redmond, WA
Bachelor of Science in Computer Science in Real-Time Interactive Simulation

03/2019 - 08/2023

Keimyung University   Daegu, Republic of Korea
Bachelor of Science in Computer Science