
Yujung Kim

Software Engineer, Game Developer

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TOOLS

Custom Engine(YJEngine), C/C++, SQL,

Git, Visual Studio, Unreal Engine, Photoshop

PROJECTS

Solo Game Developer

Project : Water, Puzzle Adventure Game, Unreal Engine 5

Jan 2025 - Current

- Worked in a 2-person team, handling everything from planning to development.
- Implemented key player actions, animations, object pooling, and platform logic.

Solo Game Engine Developer

YJ Engine, Custom 2D Engine, C++

Oct 2024 - Nov 2024

- Implemented a Serializer using JSON to store the state of each component, making it easy to handle game saving and loading.
- Used ImGui to create an intuitive and user-friendly GUI, allowing easy creation, deletion, saving, and loading of objects.
- Implemented a Collision Layer Mask for collision checking, improving game performance by reducing the computational overhead during runtime.

Solo Game Developer

DigiPen Invaders, Action Arcade Game, C++

Sep 2024 - Oct 2024

- Built a game engine using C/C++ with a component-based structure and created a remake of Space Invaders.
- Used a JSON library to implement the high score and ranking system.

Solo Game Developer

HeartSteal, Visual Novel Game, C++

Feb 2024 - Mar 2024

- Implemented a function to display images and text using WIN32 and GDI+, managing resources manually with reference counting.
- Also implemented text effects, buttons, and pop-up creation.

EDUCATION

DigiPen Academy, Busan

May 2024 - Feb 2025

Learned Game Development in C/C++ and Unreal Engine 5.

Pukyong National University, Busan

Feb 2023

Bachelor of Science - Computer engineering

CERTIFICATIONS

Engineer Information Processing (Certificate of Qualification)

Human Resources Development Service of Korea, 2023

TOEIC Official Score Listening 460, Reading 420

Educational Testing Service, 2023