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JIN HAE KIM

SKILLS

- Communication ★★★★☆
- Leadership ★★★★☆
- Adaptability ★★★★☆

- Story Writing ★★★★☆
- Unity Engine ★★★☆☆
- Level Design ★★★☆☆

- Spoken Korean ★★★★☆
- Spoken Japanese ★★☆☆☆

EDUCATION

NORTHEASTERN UNIVERSITY, Boston, MA.
2018 College of Arts, Media, and Design Graduate
Student Scholar
Major: M.S in Game Science and Design, *Expected 2020*

SOUTHERN ILLINOIS UNIVERSITY, Carbondale, IL.
2014 Chancellor's Scholar
Major: B.A in Computer Science, *Spring 2018*
Minor: Japanese

EXPERIENCE

Student Game Designer — *Current*
- Experienced in designing levels and scripting with Unity2D and Unity 3D
- Leading projects and assigning group and individual tasks to meet goals and deadlines
- Working as lead narrative designer, assistant programmer, and assistant visual/sound artist

Electronic Comics & Fiction Writer — *Current*
- Story writer role for partnered 6-page comic piece in Wanderlust Mythology Anthology (2017-2018)
- Collaborating with artists and other writers to create comics for various online content
- Efficient in meeting client-specific demands towards end product

Undergraduate Research Assistant
SIUC, Computer Science Department — *2017*
- Assisted in creating research project design & developing evaluation processes
- Experienced in using Unity with Oculus Rift, & XBOX Kinect for research purposes
- Completed and participated in projects geared for virtual reality & immersion research

Undergraduate Teaching Assistant & Language Tutor
SIUC, Japanese Language and Linguistics Department — *2016-2017*
- Organized presentations, textbook lesson materials, & documented student records
- Tutored various students in Japanese grammar, vocabulary, & cultural aspects
- Sub-in Vice President of Japanese Language Table RSO for duration of school year

PROJECTS

Integrate — *Current*
- Lead Writer, Assistant Programmer & Artist, Sound Designer
- Unity2D Shooter Platformer game replete with cyberpunk-themed art and concepts
- Designed as a research game around the psychological concepts "conformity" & "obedience"

Dragon — *Fall 2018*
- Lead Writer, Lead Concept Artist, Assistant Programmer
- Unity2D "Downscrolling" exploratory Platformer with Korean folklore inspiration
- Designed as a game focused on underwater discovery of Korean mythology

Crunchtime — *Fall 2018*
- Lead Concept Designer, Project Manager
- Board game for 2-4 players with the premise of gathering INT for one's final examinations

REFERENCES
- *Alan Hyun Kim*, Linguistics Professor at SIUC
- *Terren Yvon*, Professional Illustrator

MISC. ACTIVITIES
- Wing Chun Kung Fu, Orchestral Bassoon
- MIT Oori Samulnori Group