

# Minjeong Kim

[lovebkdn@gmail.com](mailto:lovebkdn@gmail.com) | (425) 208-9973 | Bellevue, WA 98007

Software Developer | <https://minjeong03.github.io> | <https://github.com/minjeong03>

## Education

DigiPen Institute of Technology  
Bachelor of Science in CS in Real-time Interactive Simulation

12/2019

## Skills

- Algorithms and Data Structures
- C/C++
- 3D Math for Game Development
- JavaScript
- Node.js

## Academic Projects

**Networking Programmer/Backend Developer** | Networking Course

01/2019 - 04/2019

- Implemented RESTful API to provide database services for the multiplayer game, using Node.js and MongoDB
- Wrote the client side of network game code for the feature of user login in the game
- Implemented dead reckoning and local client move processing to improve latency handling of the network game

**General Programmer** | Custom 3D Game Engine

11/2017 - 03/2018

- Integrated Nvidia 3D physics library called PhysX in C++ custom 3D game engine
- Implemented PhysX wrapper to manage game objects who need physics simulation and 3D physics components such like Rigid Body and Collider
- Implemented 3rd person camera that adjust its position so that it always see Player object

**Physics/Tools/AI Programmer** | La Tour

09/2015 - 06/2016

- Built 2D Physics system for top-down action game, implemented 2D collision detection and resolution for rigid body dynamics
- Improved game quality by implementing different kind of combat AI behaviors
- Improved sound pipeline by building sound system and components for level designers to use sound component for loaded sound assets and for the engine to reuse the assets
- Created the game object editor which generates custom-formatted archetype files of game objects to increase the development time and reduce syntax errors

**Gameplay Programmer** | Meteor-cre Defense

03/2015 - 06/2015

- Improved game experience by building particle system to support various visual effects such as meteor's tail, explosion, stars in the sky
- Implemented game mechanisms; Various weapons such as gun, laser, and archer. Camera shaking effect. Collision detection phase

## Personal Projects

- Implemented a ray tracer with both CUDA/C++ and multithreading/C++ as a side project
- Developed a web app for college students to plan and schedule the courses easily.
- Participated in Seattle Game Jam 2019 and made a 2D platform game using Unity
- As a Computer Graphics class TA, Tested and diagnosed over 20 students' assignments