Minjeong Kim

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

Education

DigiPen Institute of Technology   12/2019
Bachelor of Science in CS in Real-time Interactive Simulation

Skills

- Algorithms and Data Structures
- C/C++
- Lua
- Game Development
- JavaScript

- NodeJS
- React
- Git
- Perforce
- SQL

Professional Experience

Gameplay Programmer | 343 Industries | 450+   *03/2020 - Current*

- Worked closely with designers and level artists to iterate on gameplay experience
- Provided scalable and reusable solutions for gameplay system
- Worked with other engineers to design and review a system
- Investigated complex issues in large complex codebases

Academic Projects

Networking Programmer/Backend Developer | Networking Course | Solo   *01/2019 - 04/2019*

- Designed RESTful API for user login service built with NodeJS
- Deployed the web app to AWS
- Wrote the client side network game code with C++ REST SDK
- Implemented dead reckoning for local client position as latency handling of the networked game

General Programmer | Custom 3D Game Engine | 7 in team   *11/2017 - 03/2018*

- Integrated Nvidia PhysX physics library in C++ custom 3D game engine
- Managed the physics simulation in the game engine and 3D physics components in a game object

Physics/Tools/AI Programmer | La Tour | 7 in team   *09/2015 - 06/2016*

- Built Physics system in the C++ custom game and implemented 2D collision detection and resolution
- Improved gameplay experience by designing and implementing different kind of combat AI behaviors
- Created the XML GUI tool as a game object editor for the game engine

Personal Projects

- Developed a web app with NodeJS and React to help college students plan and schedule courses for a semester