

MAL KIM

GAME DEVELOPER

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SUMMARY

Versatile game dev with gameplay programming and UI/UX background, confident in rapid prototyping and iteration cycles. Experienced with different pipelines and crossdisciplinary communication due to affinity for a variety of game dev roles.

WORK EXPERIENCE

Filament Games

June 2018 - Current

UI/UX Designer

- Creating wireframes, mockups, storyboards, UI assets, and animations
- Implementing UI/art/animation in Unity, with both Unity UI tools and scripting in C#
- Providing tools and pipelines to clients and artists to implement their content into the game
- Maintaining multiple resolutions in Unity and optimizing performance for mostly WebGL/mobile games
- Using TortoiseSVN, Gitlab, Jira, Slack, Zoom, Google Calendar

FramestoreVR

Summer 2017

VR Developer Intern

- Developed internal VR game prototypes in Unreal Engine 4 and Vive with an artist in a two-person team
- Worked on developing a 360-degree video streaming demo in Unity and Samsung Gear VR
- Programmed with combination of Blueprints and C++ in UE4, using linear algebra/3D graphics fundamentals
- Communicated with the artist to best present her assets made in Maya within the graphical and hardware limits of Vive
- Learned internal CG pipeline structure to add onto an existing puppeteering project in UE4 and C++

Imperium42 Game Studio

June 2016 - May 2018

2D Artist

- Concept art, 2D art, illustrations; card designs, promotional posters, and game manual.
- Self-managed process through Discord.

PROJECTS [VIEW/PLAY THESE AND MORE ON MXEDK.COM](#)

Storybook Application

2019

- An ongoing project at Filament Games for a book publisher client: a reading mobile app accompaniment for storybooks
- Provided clients with detailed wireframes, polished mockups, and templates in app form
- Working doubly as a frontend engineer, scripting all the games while making all the art/UI for the app

Weekly Prototypes

2018

- Weekly prototypes based on new prompts; results range from dating sims to physics puzzles to competitive dress-up games
- Rapid ideation and iteration with presentable level of polish, comfortable with solo scripting, art, audio design, etc.

Stack On Stacks

2017

- A puzzle game where the player assembles a pattern in the center by stacking and unstacking tiles on the board.
- Initial prototype made as a collab, then I took it on as a solo project for refactoring, more polish and design, and level editor

SKILLS

Programming Languages

C# HTML/CSS
Python Javascript
Java

Software/Tools

Unity	Illustrator	Processing	JIRA
Unreal Engine 4	InDesign	Arduino	TortoiseSVN
Maya	AfterEffects	Git	Google Docs & Sheets
Photoshop	Audition	Twine	

EDUCATION

New York University

Class of 2018
MFA in Game Design

Carnegie Mellon University

Class of 2016
BFA in Electronic & Time-based Art
Minor in Game Design