

ANTHONY KIM

SOFTWARE ENGINEER | SEATTLE, WA
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PROFILE

Experienced software engineer and a game developer. Strength in shipping games with top-notch user experience as a lifetime passionate gamer. Proven ability to establish excellent communication and working relationship with developers and non-developers alike.

WORK EXPERIENCE

Software Engineer at Naver Z (ZEPETO) | Remote, US

July 2022 — March 2024

- Shipped multiple games on ZEPETO, a global live service mobile metaverse platform of 25M+ MAU.
- Rapid iterations on novel gameplay prototypes as part of R&D team, optimizing, polishing with 3D artists.
- Core tech: Unity3D, C#, Mobile platform (iOS, Android), Typescript, Shader pipelines

Software Engineer at Ronday Technologies | Remote, US

January 2021 — July 2022

- Developed core features of 3D realtime video chat platform in an early startup engineering team
- Key features: Multiplayer lobby, screenshare, audio/video playback, live drawing, text chat
- Core tech: Unity3D, C#, PC/Mac platform, Photon Network, DarkRift2, Agora Video, Wwise

Associate Software Engineer at Big Huge Games | Towson, MD

June 2020 — January 2021

- Feature development on DomiNations, a F2P live-service mobile game with 50M+ downloads worldwide
- Refactored and maintained 5+ years of C# legacy codebase in Unity3D
- Core tech: Unity3D, C#, Mobile in-app purchases, UI/UX, client-server connection

Student Research Developer at Johns Hopkins Medicine | Baltimore, MD

November 2017 — July 2019

- Created a full-stack mobile research suite for remote patient activity monitoring
- Developed iOS/Android mobile apps for data collection and visualization
- Core tech: Heroku, MariaDB, Django, React Native, Android Studio

Software Engineer Internship at Korbit | Seoul, South Korea

May 2017 — August 2017

- Contributed on the crypto exchange's REST API for user data and transactions with Scala Play Framework
- Created a standardized API integration/scenario test driven environment with JUnit

INDEPENDENT GAME PROJECTS

Colors of Nobility (2024, PC)

- Lead development on an indie PC title, Roguelite turn-based deckbuilder with cozy hand-drawn 2D graphics
- Releasing on [Steam](#) Early Access in Q3 2024

Penguin Moonwalkin (2017, Mobile)

- Solo development on an infinite-runner style 3D mobile game, released for Android
- Achieved 2.5k organic downloads on [Google Play Store](#) (Available on browser at [itch.io](#))

EDUCATION

Bachelor of Science in Computer Science, Johns Hopkins University

2012 — 2019, Graduated with Departmental Honors

Relevant Courses

- Artificial Intelligence / Algorithms / Object-Oriented Software Engineering / User Interfaces and Mobile Applications / Linear Algebra / Video Game Capstone Project / Genomic Research in Python / Data Structures

Skills

- Unity / C# / Java / C++ / Typescript / Git / Android Studio / Python / Ruby on Rails / Scala