

ANTHONY S. KIM

SOFTWARE ENGINEER | SEATTLE, WA
kantho917@gmail.com | (+1) 206-671-3426
noohgnus.github.io/portfolio

SUMMARY

Results-driven Software Engineer with 5+ years of experience in game development and software engineering. Expert in shipping mobile games and building scalable solutions with strong communication and collaboration skills. Seeking to leverage expertise in Unity3D and mobile development to drive impactful projects in game development.

WORK EXPERIENCE

Software Engineer at Naver Z (ZEPETO) | Remote, US **July 2022 — March 2024**

- Shipped multiple games on ZEPETO, a global live-service metaverse platform with 25M+ MAU.
- Led rapid iterations on gameplay prototypes in R&D, optimizing with 3D artists.
- Core tech: Unity3D, C#, Mobile platforms (iOS, Android), Typescript, Shader pipelines.

Software Engineer at Runday Technologies | Remote, US **January 2021 — July 2022**

- Developed core features for a 3D real-time video chat platform in a startup setting.
- Key contributions: Multiplayer lobby, screenshare, live drawing, and text chat.
- Core tech: Unity3D, C#, Photon Network, DarkRift2, Agora Video, Wwise.

Associate Software Engineer at Big Huge Games | Towson, MD **June 2020 — January 2021**

- Enhanced features for DomiNations, a F2P mobile game with 50M+ downloads.
- Refactored and optimized a large-scale C# codebase in Unity3D.
- Core tech: Unity3D, C#, Mobile in-app purchases, UI/UX, client-server integration.

Student Research Developer at Johns Hopkins Medicine | Baltimore, MD **November 2017 — July 2019**

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

PERSONAL GAME DEVELOPMENT PROJECTS

Colors of Nobility (2024, PC)

- Lead development on an indie PC title, Roguelite turn-based deckbuilder with cozy hand-drawn 2D graphics.
- Planned for [Steam](#) Early Access release in Q4 2024.

Penguin Moonwalkin (2017, Mobile)

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

EDUCATION

Johns Hopkins University

Bachelor of Science in Computer Science, 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

TECHNICAL SKILLS

- **Programming Languages:** C#, Java, C++, Python, Typescript, Scala, Ruby
- **Game Engines:** Unity3D, Unreal Engine
- **Tools and Frameworks:** Git, Android Studio, Heroku, MariaDB, Django, React Native