ANTHONY S. KIM

SOFTWARE ENGINEER | SEATTLE, WA

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noohgnus.github.io/portfolio

SUMMARY

Results-driven Software Engineer with 8+ years of experience in game development and software engineering. Expert in shipping mobile games and building scalable solutions with strong focus on gameplay and UX. 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.
- Mentored 3 junior engineers to rapid iterations on novel gameplay and network prototypes.
- Core tech: Unity3D, C#, Mobile platforms (iOS, Android), Typescript, Server networking, HLSL.

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

- Built core features for a 3D real-time video chat platform in an early Agile startup.
- 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.
- Targeted 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, 2019

Relevant Courses

- Algorithms / Data Structures / Object-Oriented Software Engineering / User Interfaces and Mobile Applications / Artificial Intelligence (AI) / Linear Algebra / Video Game Capstone Project / Discrete Math / Genomic Research

TECHNICAL SKILLS

- **Programming Languages:** C#, Java, C++, Python, Typescript, Scala, Ruby

- **Game Engines:** Unity3D, Unreal Engine

- **Tools and Frameworks:** Git, Jira, Android Studio, Heroku, MariaDB, Django, React Native