

Dongrim Kang

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EDUCATION

Graduated from DigiPen Busan Academy

May 2024 - February 2025

TECHNICAL SKILLS

Programming Languages: C/C++, git

Engines: CustomEngine, UnrealEngine5

Interpersonal Skills: Communication within the team was crucial throughout the game jam project. We held regular scrum meetings and checked each team member's role and progress every hour. This allowed us to track each other's progress and quickly exchange feedback where necessary. In particular, I took on the role of mediating between the graphic designer and the programmer to ensure smooth communication. I clearly conveyed the design and functional requirements, which helped keep the project on track and running smoothly.

PROJECTS

Programmer - Hyper Auto Pets, Busan

May 2024

- This game is a card game developed using the CProcessing engine in a C++ environment.
- Each card has its own unique abilities, and by upgrading the shop, you can purchase stronger cards to easily defeat enemies.

Programmer – Blade of flame, Busan

September 2024

- This game is developed using the AlphaEngine in a C++ environment.
- The player can level up by defeating incoming enemies, becoming stronger, and then defeat the boss to achieve victory.

Programmer – Gonjiamerica, Busan

January 2025

- This is a first-person horror game developed using Unreal Engine.
- The player takes on a mission to visit a mental hospital, where they encounter various monsters.

Programmer – Bomberman, Busan

August 2025

- This is C++-based custom engine-developed Bomberman game.
- It's a game where you destroy obstacles by exploding bombs and win by eliminating your opponents first.

WORK EXPERIENCE

Gonjiamerica | Programmer – Making scary actors and the overall player

During the development of *Gonjiamerica*, a first-person shooter horror game, I gained a deep understanding of Unreal Engine's structure and its various components, which significantly enhanced my game development skills.

Bomberman | Programmer

I was able to gain a solid understanding of OpenGL usage and component-based game architecture.

I was also able to understand how to output sound using OpenAL.

Blade of Flame | Programmer

I was able to understand how to optimize the creation and removal of objects using a memory pool.

LEADERSHIP EXPERIENCE

DigiPen Institute of Technology | Role | Location

- Through the experience of coordinating schedules with team members in meetings, I was able to develop my leadership skills.
- I gained experience in sharing and deciding on each other's opinions during the process of assigning roles with my team members.
- I gained experience in setting milestones and organizing each other's development progress, collaborating throughout the process.
- I gained experience in the collaboration process of merging with team members, including tracking what was done, what was modified, and how we worked together.