CHI YOL KIM

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Portfolio : https://roki1004.github.io/

Technical Artist & Game Developer & Game Designer.
9+ years of professional game design experience in South Korea with various genres and platforms.

RELEVANT WORK EXPERIENCE

Freelance Technical Artist   -   Imperial College London, UK   **Feb 2024 – Present**

- Solving the shader and physics problems of Unity engine in a project for chemical laboratory VR digital twinning
- Making a quest system for the VR experiment flow

Independent Game Developer   -   SimniStudio, Korea   **Jul 2020 – Jan 2024**

- Developed and provided Android Mobile Casual Strategy Game "World DoMEOWnation"
- Took responsibility for Programmer, Balance Designer in the 2-person team

Senior Game Designer   -   Hound13, Seoul, Korea   **Jan 2017 – Jul 2022**

- Worked on Mobile Action RPG "Hundred Soul"
- Took on roles of System, Balance and Concept Designer
- Experienced all stages of mobile game development in Unity Engine environment

Independent Game Developer   -   SimniStudio, Korea   **Feb 2015 – Dec 2016**

- Developing and providing Android Mobile Casual Game "Arcanoid Heror", "Age Of Survival" and "Plus Minus" using Unity Engine

Game Designer   -   Nexon Korea, Seoul, Korea   **Nov 2011 – Sep 2014**

- Worked on PC MMORPG "Mabinogi" as a Live Content Service Designer
- Worked on PC MMORPG "Shaiya" as a Content Designer

EDUCATION

Konkuk University, South Korea   **Mar 2002 – Feb 2012**

- Bachelor of Fine Arts (BFA) Visual Communication Design

ADDITIONAL INFORMATION

KTM Academy, South Korea   **Feb 2015 – Aug 2015**
- Completed C++ Programming Course

Unity School, South Korea   **Oct 2014 – Jan 2015**
- Completed Unity Development Course

SKILLS & TOOLS

- Unity, C++, C#, VBA, VSTO, MySQL
- Microsoft Office, Adobe Suite, SVN, Trello