

CHI YOL KIM

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Independent Game Developer & Game Designer (Korean).
9+ years of professional game design experience in South Korea with various genres and platforms.

RELEVANT WORK EXPERIENCE

Independent Game Developer - SimniStudio, Korea **Jul 2020 – Present**

- Developing and providing 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 Designer - 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

Skills

- Unity, C++, C#, VBA, VSTO, MySQL

Tools

- Microsoft Office, Adobe Suite, SVN, Trello