

CHI YOL KIM

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

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 |
| <ul style="list-style-type: none">● 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 |
| <ul style="list-style-type: none">● 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 |
| <ul style="list-style-type: none">● 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 |
| <ul style="list-style-type: none">● Worked on PC MMORPG "Mabinogi" as a Live Content Service Designer● Worked on PC MMORPG "Shaiya" as a Content Designer | |

EDUCATION

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| Konkuk University, South Korea | Mar 2002 – Feb 2012 |
| <ul style="list-style-type: none">● Bachelor of Fine Arts (BFA) Visual Communication Design | |

ADDITIONAL INFORMATION

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| KTM Academy, South Korea | Feb 2015 – Aug 2015 |
| <ul style="list-style-type: none">● Completed C++ Programming Course | |
| Unity School, South Korea | Oct 2014 – Jan 2015 |
| <ul style="list-style-type: none">● Completed Unity Development Course | |

SKILLS & TOOLS

Skills

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

Tools

- Microsoft Office, Adobe Suite, SVN, Trello