Game Developer (Unity/C#)

Contact Information:

- **Full name:** Jane Kim
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- **Personal Website:** janekim.games
- **Location:** Seoul, South Korea

Professional Summary: Passionate Game Developer with 5 years of experience creating engaging and immersive gaming experiences using Unity and C#. Proficient in all stages of game development, from concept and design to programming, optimization, and deployment. Strong understanding of game mechanics, physics, AI, and graphics.

Work Experience:

- **Game Developer**
  - Pixel Play Games, Seoul, South Korea
  - August 2020 – Present
  - Led the development of core gameplay mechanics and systems for a cross-platform (PC, Mobile) action-adventure game in Unity.
  - Implemented advanced AI behaviors for NPCs and enemies, enhancing player engagement and challenge.
  - Optimized game performance and memory usage, achieving stable 60 FPS on target platforms.
  - Developed custom shaders and visual effects using HLSL/Shader Graph to enhance graphical fidelity.
  - Collaborated closely with artists, designers, and sound engineers to integrate assets and features.
- **Junior Game Programmer**
  - IndieDev Studios, Busan, South Korea
  - July 2018 – July 2020
  - Contributed to various aspects of a mobile puzzle game, including UI programming, animation control, and level scripting.
  - Assisted in porting games to different mobile platforms and ensuring touch responsiveness.
  - Conducted playtesting and incorporated feedback to iterate on game features.

Education:

- **B.A. in Digital Game Development**
  - Chung-Ang University, Seoul, South Korea

○ Graduation: July 2018
○ Honors: Best Game Project Award (2018)

Skills:

- **Technical:** Unity3D, C#, C++, Unreal Engine 4/5 (basic), Scriptable Objects, Shaders (HLSL, Shader Graph), Physics Engines (PhysX), AI programming, Animation (Mecanim), UI/UX for games, Mobile game development, Version Control (Git, Perforce), Game Design Principles, Optimization, Debugging
- **Tools/Software:** Unity Editor, Visual Studio, Adobe Photoshop (basic), Blender (basic), Jira, Trello
- **Soft Skills:** Creativity, problem-solving, teamwork, attention to detail, strong communication

Projects / Portfolio:

- **"Aetherbound" (3D Sci-Fi Adventure Game)**
  - Indie Game (Commercial Release)
  - A third-person 3D adventure game with exploration and combat. Responsible for player character controller, enemy AI, inventory system, and environmental interactions.
  - **Technologies used:** Unity3D, C#, Blender, custom shaders
  - **Link:** janekim.games/aetherbound (Portfolio Link with Demo/Trailer)
- **"Pixel Rush" (Mobile Endless Runner)**
  - Personal Project
  - A 2D mobile endless runner game with procedurally generated levels and collectible power-ups. Focus on intuitive touch controls and engaging progression.
  - **Technologies used:** Unity3D, C#, Sprite animations
  - **Link:** github.com/janek/pixel-rush (Code)

Languages:

- **Korean:** Native
- **English:** Fluent

References: Available upon request.