
Ju-Young (Alex) Kim

Game Designer, 2D/3D Artist, Animator
(he/his/him)

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[[wndudrla0211.github.io](https://github.com/wndudrla0211)]

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Skills

Programming Languages

C / C++ / C#
Python
Javascript
HTML / CSS

Video Editing

Adobe Premier Pro
Adobe After Effects
Sony Vegas 13

2D/3D + (Tools)

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Premier Pro
Adobe After Effects
Adobe Animate
Adobe Substance 3D – Painter
Animation Paper
Blender
Maya 2024
Zbrush
3ds Max 2025
Houdini
Unreal Engine 5
Unity
Tableau
Processing
Visual Studio Code
Visual Studio 2022
Eclipse

Languages

English, Korean

Education

University High School	August 2014 – May 2018
Purdue University	August 2018 – Present
BS Animation and Visual Effects	
BS Game Development and Design	

Employment

Military Service	August 2020 – February 2022
South Korea Army	
°Ensuring the national defense of South Korea, fostering discipline, and promoting leadership	

Academy	March 2022 – June 2022
South Korea	
English Tutor	
°Tutoring and mentoring children in a fun, supportive environment	

Dominos	January 2025 – March 2025
West Lafayette, IN Baker	
°Preparing and baking a variety of high-quality pizzas and other breads in a fast-paced environment, ensuring freshness and excellent customer satisfaction	

Team Projects

Purdue SIGGD Club (Purdue ACM's Special Interest Group for Game Development)	September 2024 – Present
Design, Art Team	
°Game Jam	September 2024 – September 2024 (13 th ~ 15 th)
° https://arry424.itch.io/inchainity2	
°Club Game Development	September 2024 – Present (May 2025)
° https://drive.google.com/drive/folders/1ATm3iHjQwHpCESxH4zITMqwOY6M6bMAs?usp=drive_link	

Purdue Undergraduate Team (8 Members)	January 2025 – Present (May 2025)
Design, Art Team	
°Soul Taker: FPS Game with Souls-like	
° https://drive.google.com/drive/folders/1sk94ljvM_GaVZG_jU6-M_RZ1LHdt1ThP?usp=drive_link	