Ju-Young (Alex) Kim

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

Kids' Café   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 (13th~ 15th)
°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