

# Won Kim

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## EDUCATION

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Digipen Institute of Technology | Redmond, Washington

B.S. in Computer Science in Real-Time Interactive Simulation | GPA: 3.16 / 4.0

Expected Graduation : May 2027

Relevant Courses: Computer Graphics, Linear Algebra, Motion Dynamics, Data Structure,  
High Level Programming II: The C++ Programming Language, Game Implementation Techniques

## TECHNICAL SKILLS

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Programming Languages : C++, C

Engines: Unity, Custom Game Engine

Interpersonal Skills: Solution-Oriented, Adaptable, Active Listening, Collaboration

## PROJECTS

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Manzo | Art Lead & Programmer | 2D Rhythm Adventure | Digipen Team Game Project | 2024-2025

- Designed and implemented a dynamic map system supporting vertical transitions and seamless chunk loading
- Built the rock and ship interaction system including collision resolution and fuel mechanics
- Collaborated on overall game structure, beat-synced mechanics, and optimized rendering

Double Hit | Art Lead & Programmer | 2D Platformer | Action Digipen Team Game Project | 2024

- Developed core gameplay logic and designed the front-end interaction systems
- Led art integration, including UI and environment visuals, using Aseprite
- Debugged animation sync issues and managed custom event-driven systems

Mine Mine | Art Lead & Programmer | Digipen Team Game Project | 2023

- Implemented core gameplay systems including cooperative mechanics and puzzle triggers
- Managed front-end UI/UX flow, and developed reusable level transition systems
- Debugged input state conflicts and optimized event handling system

The full project is under private repository due to team policy,  
but I can provide source code for the modules I implemented upon request.