YOONKI KIM

Gameplay Engineer

CONTACT

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- yoonki-kim

SKILLS

CODE LANGUAGES / PLATFORMS

- C++
- UEFN / Verse
- Unreal Engine
- Lua
- OpenGL / GLSL

EDUCATION

BS, Computer Science
In Real Time Interactive Simulation
DigiPen Institute of Technology
2021 - 2023

BS, Computer Science
Keimyung University
2017 - 2021

MILITARY SERVICE

Sergeant
Republic of Korea Army
2017 - 2019

PROFILE

Gameplay Programmer with a solid academic background in game development and custom rendering engines, specializing in C++ and scripting languages for both gameplay and low-level systems. With 2 years of professional experience building core gameplay systems and collaborating with artists and designers, I am eager to contribute to a talented team creating engaging and immersive experiences.

WORK EXPERIENCE

GAMEPLAY ENGINEER

Super Jump Games | June 2023 - Dec 2024

- Snoop Dogg Box Fight | Solely developed gameplay systems and features for a Fortnite collaboration with Snoop Dogg's team, integrating custom voiceovers and themed props
- Roguelike Magic | Collaborated with Team 17, Built a roguelike gameplay experience in UEFN with three unique boss encounters, incorporating significant improvements to a custom state machine system and leveraging Verse scripting to integrate with built-in devices, mentored two interns.
- EON Boss hunt | Developed a boss system integrating Fortnite's building and destruction mechanics, creating a custom finite state machine (FSM) to manage complex boss behaviors, and contributed to a live event showcasing the project
- Contributed to more projects, developed core gameplay systems, optimized mechanics, or collaborated across teams.

ACADEMIC PROJECTS

GAMEPLAY PROGRAMMER

Pinata Panic | Teams of ~15 | Unreal Engine 4 | Fall 2021 - Spring 2022

- Designed physics-based player control and core gameplay pipelines, central to the fun and unique gameplay experience.
- Created technical documentation for interfaces, expediting development and ensuring team efficiency.
- Collaborated with artists and designers to enhance player experience through dialogue pipelines.
- Actively participated in the problem-solving process.

GAMEPLAY \ ENGINE \ TOOLS PROGRAMMER

Q | Teams of 5 | Custom Engine (C++, LuaScript) | Fall 2020 - Spring 2021

- Developed visually appealing and user-friendly UI components with animations for the project, using C++, Lua, OpenGL, and a custom engine.
- Implemented GUI-based debugging tool and game editor, streamlining real-time object modification for efficient game development.
- Built object pool particle manager for optimized VFX effects, improving game performance during particle effects.