YOONKI KIM

Gameplay Engineer

CONTACT

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yoonki-kim
Portfolio

SKILLS

CODE LANGUAGES / PLATFORMS

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

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 and Graphics Programmer with a robust academic background in game development and custom game and rendering engines. I am proficient in C++, GLSL, and low-level system implementation, enabling me to develop both gameplay features and core engine functionalities. With 2 years of professional experience at a startup as the start of my career, I have successfully collaborated with diverse teams of designers, artists, and developers to deliver commercially released projects on UEFN. Passionate about creating engaging interactive experiences, I am eager to contribute my technical expertise to roles in game development.

WORK EXPERIENCE

GAMEPLAY ENGINEER
Super Jump Games | June 2023 - Dec 2024

During my time at Super Jump Games, I gained invaluable experience in designing and implementing core gameplay systems in a fast-paced environment. Working closely with diverse teams of designers, artists, and fellow developers, I honed my problem-solving skills and efficient prototyping techniques. Although my tenure was relatively short, I contributed to multiple projects that successfully reached release, significantly enhancing my technical expertise and teamwork abilities.

ACADEMIC PROJECTS

GAMEPLAY PROGRAMMER
Pinata Panic | Teams of ~15 | Unreal Engine 4 | Fall 2021 – Spring 2022

- Designed and implemented physics-based player control and core gameplay pipelines that were central to the game's unique and engaging experience.
- Authored detailed technical documentation for key interfaces, accelerating development and improving team efficiency.
- Collaborated with artists and designers to refine dialogue systems and enhance overall player experience.
- Actively contributed to cross-functional problem-solving, ensuring robust and responsive gameplay.

GAMEPLAY / ENGINE / TOOLS PROGRAMMER
Q | Teams of 5 | Custom Engine (C++, GLSL, LuaScript) | Fall 2020 – Spring 2021

- Developed visually appealing, animated UI components using C++, Lua, OpenGL, and a custom engine, significantly improving user interaction.
- Implemented a GUI-based debugging tool and game editor to streamline real-time object modification, thereby expediting development cycles.
- Engineered an object pool particle manager for optimized VFX performance, enhancing overall game efficiency during particle-intensive scenes.