

MEL KIM

game developer

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SUMMARY

A game developer who focuses on gameplay programming and 2D art, with a healthy dose of game design and narrative. Experienced with working in a team and crossdisciplinary communication due to affinity for a variety of game dev roles. Invested in delivering the artist's vision throughout development and good narrative design.

WORK EXPERIENCE

FramestoreVR Summer 2017

VR Developer Intern

- Developed internal VR game prototypes in Unreal Engine 4 and Vive with an artist in a two-person team.
- Programmed with combination of Blueprints and C++ in UE4, the latter especially used for building a global EventManager.
- Communicated with the artist to best present her assets within the graphical and hardware limits of Vive.
- Faithfully implemented each iteration given by the senior game designer, updated through sprint planning in Jira.
- Learned internal CG pipeline structure to add onto an existing puppeteering project in UE4.

eStarland June 2016 - January 2017

Web Design Consultant

- Maintained extensive documentation of the new website design and functionality with Google Docs.
- Communicated with third party design firms with Hipchat and Trello to keep them on task.
- Revised HTML and gave design & technical feedback with focus on user experience.

Imperium42 Game Studio June 2016 - Current

2D Artist

- Concept art, 2D art, illustrations; card designs, promotional posters, and game manual.
- Self-managed process through Discord.

PROJECTS [VIEW/PLAY ON MXEDK.COM](#)

Stacks On Stacks 2016-Current

- Solo (game designer, programmer, artist, audio designer).
- A puzzle game where the player assembles a pattern in the center by stacking and unstacking tiles on the board.

Oca's Birds 2016

- Game designer, programmer, 2D artist, audio designer.
- A game where the player plays an ocarina to play songs that match the procedurally generated pentatonic scale music.
- Unity3D, collaboration with another programmer and a 3D artist.

The Bird and the Fish 2015

- Concept artist, game designer, programmer.
- An interactive poem that toggles between first-person (WASD control) and isometric (point-and-click) camera.
- Unity3D, collaboration with an animator.

SKILLS

Programming Languages

C# HTML/CSS
Python Javascript
Java

Software/Tools

Unity Illustrator Maya Git
Unreal Engine 4 InDesign Processing Twine
Photoshop Audition Arduino Google Docs & Sheets

EDUCATION

New York University

Class of 2018
MFA in Game Design

Carnegie Mellon University

Class of 2016
BFA in Electronic & Time-based Art
Minor in Game Design