

# MEL KIM

## game developer

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## SUMMARY

A game developer specializing in gameplay programming, game art, narrative design, and UX design. Experienced with working in a team and crossdisciplinary communication due to affinity for a variety of game dev roles. 5+ years of game development experience, both solo and team, and fluent in Unity.

## 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 THESE AND MORE ON MXEDK.COM](http://www.mxedk.com)

*Weekly Prototypes* 2018

- Solo (game designer, programmer, artist, audio designer, narrative designer)
- Prototype Studio at NYU Game Center: weekly prototypes based on new prompts, in Unity2D/3D.
- The results cover multiple genres: from dating sims to physics puzzles to competitive dress up games.

*Stacks On Stacks* 2017

- 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.

## 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