

# Jung Hwan Kim

Game Programmer

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## EDUCATION

**Master of Fine Art Game Development**—Academy of Art University, San Francisco

February 2018- May 2020

**Bachelor of Science, Computer Science**— San Francisco State University, San Francisco

September 2006- May 2014

## PROJECTS

**Game Programmer** “Protect DMZ” // October 2018–present

- Scrolling Listing items in inventory system
- Save and Load player’s game-play progress
- A.I moves to final destination
- Four defensive guards can be spawn when player press deploy button
- Based on the days the number of enemy is different

**Game Programmer** “RogueLike” // September 2018–October 2018

- Boss’s movement changes based on its hitpoints
- A.I randomly moves in different direction
- A.I follows main character within a certain distance
- A.I follows a certain route to go

**Game Programmer** “New World fantasy” // April 2018–May 2018

- Two helicopter starts to attack a player when two helicopter is on the screen
- Helicopter and turret smoothly aim toward a target
- Health, time limit, and game progress bars are included
- Infinite scrolling texture to expression of high speed movement

**Game Programmer** “Ninja Awesome” // April 2014–July 2017

- Collaborated friends in different regions
- Learned how to convert to Android Mobile OS
- Learned publishing flash game version on codecanharvester.com
- Learned coding C# in Unity 3D from Google and YouTube
- Learned coding Java in Netbean from Google and YouTube

## SKILLS

Coding Game-Play

Artificial Intelligence

Status Bar

Item Inventory

Upgrade

Save and Load

Analyzing Game Mechanic

## Programming Language

Java, JavaScript

C, C++, C#

Python

Ruby

Pearl

HTML, CSS

PHP

## Software

Unity

Unreal

Construct 2

Photoshop

Maya 3D

NotePad++

## LANGUAGES

Korean and English