

# Jason Kim

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## GAME DESIGNER / GAME PROGRAMMER

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### Skills

#### **Game Design/Scripting ~ Level Design/Scripting ~ Systems/Combat ~ Prototyping C/C++/C# Gameplay Development ~ Agile Development ~ Certification Testing**

**Systems Testing:** *Microsoft Xbox 360 Technical Certification Requirements (TCR) Sony Playstation 3 Technical Requirements Checklist (TRC) Nintendo LotCheck, Apple iOS Devices. Internal Testing using Jira*

**Software Tools:** *Visual Studio, Code Warrior, Microsoft Office, 3D Studio Max, Photoshop, 360/PS3/Wii SDK Tools, Perforce, SourceSafe, Jira, XLAST, Watson, NintendoWare, SN Systems, PS3Gen, Vicious, Torque, Unreal (UDK)*

**Other Languages:** *HTML, PHP, Java, ActionScript, Vicious/Torque/Unreal Script, Object-Oriented Programming*

### Education

**BS in Computer Science – The Ohio State University**

### Professional Experience

2011

#### **ScaryGirl**

##### **Tik Games – Lead Designer**

*Microsoft Xbox 360 / Sony PlayStation 3*

- Designed/Scripted over 21 Levels. Blocked out levels in the editor, based upon high level design.
- Implemented hazards, unique objects, puzzles all coded with the game engine script. Was able to rapid prototype unique assets from artists to get into game for testing, play and iteration.
- Designed/Balanced Combat, adjusted values in XLS docs imported into the engine to keep the game fun.

#### **BurgerTime World Tour**

##### **MonkeyPaw Games / Konami – Lead Designer, Game Programmer**

*Microsoft Xbox 360 / Sony PlayStation 3 / Nintendo Wii*

- Lead Wii Programmer, converted the Vicious 2 Engine in C++ for use with Nintendo WiiWare WAD builds.
- Won “Best Game of Show” GDC 2011 by Destructoid. Managed Junior Designers, helping them create the multiplayer levels of the game. Made sure Junior Designers kept deadlines for weekly “sprint” builds.
- Designed/Scripted over 40 Levels. Prototyped levels using “Puzzle Pieces” created by the art team. Set up collisions, enemy spawn points, and navigation data on levels. Tested levels for certification compliance.
- Designed the player and enemies. Balanced score driven gameplay, balanced online multiplayer gameplay. Wrote the design document and made sure coders wrote up to spec. Design Doc available on request.

2010

#### **Kick-Ass: The Movie Game**

##### **WHA Entertainment – Game Programmer, Senior Game Designer**

*Sony PlayStation 3*

- Designed/Scripted Levels, scripted all cinematic sequences, scripted boss encounters.
- Designed/Balanced Combat, adjusted combat values written in XLS documents imported into engine.
- Trained the Lead Designer how to use the Vicious Engine. The Lead Designer was a new hire, and had never used the Vicious Engine before. Mentored other Junior Designers as well, training them on Vicious.
- Modified the Vicious 1 Engine in C++ to expose vectors for Designers. The Vicious Engine does not support vectors in the game script originally. Also passed Sony Technical Requirement Checklist on first try.

**Continued**

## 2009

### **Sandy Beach**

#### **Konami – Game Programmer**

##### *Nintendo Wii*

- Made the Top 20 Wii Ware list. One of 2 Programmers on the project. On tight deadlines passed Nintendo Lotcheck Certification on the first try. Released in PAL (Europe), Japan and North America.
- Modified the Vicious 1 Engine in C++ for use with Nintendo WiiWare WAD builds. Modified the Homebutton Menu for use with WiiWare in C++ on the Vicious Engine 1. This required rework of Vicious Memory as the Homebutton menu requires memory from your game rather than the system OS.
- Achieved on my own time to design, code, and implement the “Crab Battle” Tower Defense mode. “Crab Battle” was hailed by reviewers as the “Best Part of the Game”. Also integrated LiveMove AI into Vicious.

## 2008

### **Metalocalypse: Dethgame**

#### **Konami / Cartoon Network – Game Programmer**

##### *Microsoft Xbox 360 / PlayStation 3*

- Wrote code for enemy AI, player abilities, and scripted levels. Used the Vicious Engine to implement it's version of A\* Navigation for AI. Used the Vicious state machine components in script for AI control.
- Wrote code for a Music Mini Game, wrote a tool in C# to import “Music Note” data for use in our “Guitar Hero” clone. The tool used Regular Expressions to separate note tabs into CSV format.
- Modified the Vicious 1 Engine in C++ to allow projected textures to “grow” and “expand”.
- Trained new hires on how to use the Vicious Engine 1 and kept weekly “sprint” build deadlines.

## 2007

### **Screwjumper**

#### **THQ – Game Programmer**

##### *Microsoft Xbox 360 / PC*

- Coded in the Torque 3D Engine in C++ and Script, created the PC port and integration into Instant Action.
- Created a WMV movie player for the Torque 3D Engine in C++ for the intro movie on PC.

## 2003

### **CS Garfield Bowling – Centerscore Inc / Vivendi Mobile – Intern Programmer**

#### **CS Video Poker – Centerscore Inc / Vivendi Mobile – Intern Programmer**

##### *Mobile Phones*

- Coded with Brew C++ for cell phones. Did QA work and bug testing / bug entry.
- Created a benchmark program for cell phone testing. Learned AGILE development and Scrum.

## **Personal Achievements**

### **Competitive/Passionate Gamer**

- Placed In Top 32 At Evolution World Fighting Game Championships 2003.
- Competed in CPL and WCG Qualifiers in Counter-Strike. Took 3<sup>rd</sup> in a CPL Qualifier for AvP2.

### **Personal Work**

- Coded in C#, designed, and created the 2D art for an XNA Game for the Microsoft Indie Game Market
- Working on a UDK Side Project. Working on an iOS Side Project. Working on a Unity side project.

*References Available Upon Request*