

Terry Kim

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Game Developer

Technical Skills

- DirectX 11 Development
- Systems Architecture Development
- Unity and Unreal Engine 4 & 5
- 3D Math
- C/C++
- C#
- Gameplay Programming
- Jira & Git
- Agile/Scrum Development
- Object-Oriented Programming

Job Experience

Programmer, Black Banshee Studios

APR 2024

Full Sail University, Winter Park, FL

- Developed software solutions and enhanced system performance for games
- Collaborated with cross-functional teams, meeting project deadlines, and improving team efficiency and cohesion.
- Identified and resolved bugs with increase to software reliability and user satisfaction
- Implementation of new features based on feedback, boosting the user experience

Project Experience

AI Developer/Game Mechanics Engineer | Making The Cut | Full Sail

SEPT 2024

- AI behavioral programming in Unreal Engine behavior tree for a collectathon style game
- Range based attack behavioral patterns and cool-downs for specific enemy actions and engagements
- 3 Unique Enemy variants
- Core game collectibles and currency collection
- Developed a behavior tree system that is adaptable and adjustable, allowing for a variety of AI designs and concepts, from grunts to multi-phase bosses.
- Collaborated with artists, designers, and other programmers to ensure a cohesive game experience that meets project requirements and quality standards.

UI Designer | We Are Watching | Full Sail

JUNE 2024

- Designed and implemented HLSL shaders to create a variety of visual effects, such as reflections and post-processing.
- Created the UI for a camera-based investigation game similar in principle to Observer from System Redux
- Created the controller support setup for selecting things in view of the camera and switch between cameras for the user experience
- The Camera system that utilizes the UI and triggering of events.
- Exported models to binary using FBX format and successfully imported them to render them in the project.

Education

Masters in Game Design

NOV 2023 - March 2025

Full Sail University, Winter Park, FL

Relevant Coursework: Game Design | Game Production Tools | Methods and User Experience | Quality Assurance | Asset Management | Gameplay and Usability Testing

Bachelor of Science in Game Development

OCT 2022 - SEPT 2023

Full Sail University, Winter Park, FL

- Accolades: Valedictorian

Relevant Coursework: Systems Programming | Data Structures and Algorithms | Software Engineering | Computer Graphics | Game Integration | Game Architecture | Artificial Intelligence | Engine Development