

Andy Kim (Senior Game Designer)

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Summary of Skills -----

- 10 years of games industry experience in level design & scripting
 - One year in action rpgs
 - Two years in Unreal (incubation projects)
 - Two years in first person shooters (raids)
 - Five years experience working in Action-Adventure Platformers

Work Experience -----

Blizzard Entertainment - Albany, NY

Jan 2021 – Present

Senior Game Designer, Diablo 4 2021-Present

- TBA

Vicarious Visions - Albany, NY

Feb 2012 – Jan 2021

Level Designer, Tony Hawk 1+2 2020-2020

- Worked on performance optimizations with shadows

Raid Designer, Destiny 2 2017-2018

- Finished two raids, Spire of Stars and Curse of Osiris
- Model, script, animate to prototype mechanics, creating solid encounters, having good understanding of level flow and being able to combine all those elements together into one solid package in conjunction with this being a raid experience

Level Designer, Crash Bandicoot: Nsane Trilogy 2016-2017

- Worked on re-creating several levels from all of the three main Crash Bandicoot games
- Worked on levels, hazards, scripting, AI, and the airplane handling

Level Designer, Skylanders: Superchargers 2013-2015

- Prototyped various game mechanics that would be large enough to define a full 30 minute level
- Wrapped up the vehicle sections for various levels, making each vehicle section relate to their level's particular game mechanic

Level Designer, Skylanders: Swap Force 2012-2013

- Completed initial work for the swap force zones and the lockpick minigame. Created the custom tools I needed in C# in conjunction with our in-house design tools
- Worked on the complete design of one of the main levels, Kaos' Fortress, from prototype to polish. This included level layout, combat encounters, pacing, camera work, prototype modelling, and scripting