

Andy Kim (Level Designer - Scriptor)

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Summary of Skills -----

- 7 years of games industry experience in level design & scripting
- 5 years experience working in Action-Adven. Platformers, 2 years in first person shooters
- 4 years modding experience - Gears of War, Half Life 2, and XNA

Work Experience -----

Vicarious Visions - Menands, NY

Feb 2012 – Present

Level Designer/Scripter

- Projects worked on: *Destiny 2, Crash Bandicoot: N Sane Trilogy, Skylanders: Swap Force and Skylanders Superchargers*
- **Destiny 2**, worked as a raid designer that focused on combining level, combat encounter, modelling, scripting, and prototyping to create raid encounters from start to finish
- Scripted AI and hazard functionality in **Crash Bandicoot: N Sane Trilogy** in conjunction with level design work
- Created rapid 3 day prototypes for **Skylanders** to prove or disprove a game mechanic's viability in being interesting for a 30 minute level
- Created the **Skylanders** turbozone minigames through rapid iteration with the company and its leads
- Collaborating closely with the level artists, vfx artists, sound design to ensure constant lines of communication
- Did extensive optimization passes in conjunction with engineers and artists on **Skylanders** levels in order for them to run on X360 and PS3

Barking Lizards Technologies - Richardson, TX

Jun 2011 – Aug 2011

Intern Designer/Programmer

- Worked on the game, Osiris Legends, in a designer/programmer capacity
- Designed and implemented new player abilities through C++ and Lua coding
- Formed daily plans what areas Osiris Legends needed most support to ship
- Expanded the C++ codebase to include minimap support
- Took a game that was shelved for several years and brought it in shape to ship

Filament Games - Madison, WI

Feb 2009 – May 2009

Intern Programmer

- Ramped up in Flash and Actionscript in a month to assist in Filament Games codebase
- Provided programming support on the project, *Do I Have a Right?*
- Created vfx using particles, perlin noise, and displacements
- Presented the learnings of my internship to my college's computer science professor (a bit of a loop as I attended as a Psychology student)