

DANIEL Y. KIM

DANIELKIM.DESIGNER@GMAIL.COM

Austin, TX, USA

Portfolio

www.danielkimdesign.com

Credited Games

- Critical Mess
- Deadweight
- Republique

Experience

DK VIP Lounge, Austin, TX

2014 – Present

- Video Game Designer. Designed, scripted, and created art for the games Critical Mess and Deadweight, both first-person games made with Unity and released on Steam.

Camouflaj, Bellevue, WA

2012 – 2013

- Level Designer and 3D Artist. Designed levels, world maps, and contributed 3D art assets for environments and props of the game Republique, a Unity game released on iOS, Android, PC, Mac, and PS4.

Education

University of Washington, Seattle, WA

2009 – 2012

- BA in Architecture

Skills

- Unity 3D, Playmaker Scripting
- Unreal Engine 4, Blueprints
- Maya, Mudbox, Photoshop, Quixel Suite
- Level Design, Scripting
- Combat Design, Single-player
- Basic knowledge of C#