

DANIEL Y. KIM

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Austin, TX

Abilities

Game Design, Level Design, Prototyping, Scripting, 3D Art, Environment Art, Cinematic Lighting, Visual Storytelling, Project Management, Team Leadership

Experience

Aspyr, Austin, TX Feb 2022 - Jan 2023
LEVEL DESIGNER - Star Wars: Knights of the Old Republic Remake, MythForce, Internal Prototype
Designed and prototyped map layouts for a 3rd person action RPG in UE5. Expanded on the original in terms of combat encounters, environmental storytelling, traversal challenges, puzzles, and exploration. Designed dungeon maps for character-focused co-op multiplayer game in UE4. Designed open-world environments for an internal 3rd person action game prototype in UE5.

DK Lounge, Austin, TX Jan 2014 - Present
GAME/LEVEL DESIGNER - Deadweight, Critical Mess, Food Runners
Prototyped and designed levels for a chaotic, dystopian 3D top-down food delivery game made with Unity and C#. Prototyped gameplay mechanics for 2 first-person shooter games made in Unity 3D. Modeled modular level design kits for small to medium sized maps on both projects.

Pollinate, Portland, OR May 2021 - Feb 2022
3D GENERALIST
3D modeled and textured various garments and consumer products for name brand clients. Created high fidelity 3D assets designed for real-time WebGL for browser-based interactions.

Elite VR, Austin, TX Jan 2020 - Mar 2021
3D ENVIRONMENT ARTIST
3D modeled, textured, and optimized high-fidelity props, vehicles, and environments for industrial, construction-related VR training apps running on the Unity 3D engine. Designed construction site layouts.

Camouflaj, Bellevue, WA Sep 2012 - Dec 2013
LEVEL DESIGNER - Republique
Designed world map on paper and in 3D mass-out form. Modeled final layout geometry for episodes 1 & 2 content. Scripted gameplay elements and placed enemies and items.

Education

University of Washington, Seattle, WA - BA in Architecture, Dean's List Recipient
Emerson College, Boston, MA - BA in Film Production, Not Graduated

Software

Unity 3D, C#, Unreal Engine 4/5, Blueprints, Maya, Blender, Photoshop, Substance