

Alexa Bona Kim

Game designer with expertise in building a cohesive world through visual expression and player actions.

Web Portfolio: <http://alexa-kim.squarespace.com/>

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- Game design with focus on visual communication
- Rapid prototyping using Unreal Engine 4 and Unity
- Gameplay programming in C++ and C#
- Native proficiency in English and Korean
- Additional skills: 3dsMax, Photoshop, video editing, audio design and death metal vocals

Education -----

2015 **MFA in Interactive Media and Games** University of Southern California, California

2011 **BFA in Visual Communication Design** Seoul National University, South Korea

Employment -----

2015 - **Studio Roqovan** Tarzana, California

Game Designer / Oct. 2015 – Current

- **Stunt Corgi:** Created original game concept and was responsible for leading the prototype into a full production. Provided creative vision and direction for all departments, in addition to gameplay design and implementation.
- **World War Toons:** Created 'Playground' level and 'Calibration' minigame. Designed and implemented character abilities, gameflow, animation systems and visual communication for combat mechanics.

2014 **Robotoki** Sherman Oaks, California

Lead Game Designer / Jun. 2014 – Aug. 2014 (contract)

- **Unannounced Game:** Designed 7 levels for a 3D, physics driven sandbox game in the Infernal Engine. In charge of designing gameplay, gray-boxing, dressing, and scripting events in all levels. Clips of gameplay footage can be seen in this video: <https://youtu.be/Umc7qEU5-s>

2013 **Institute for Multimedia Literacy** University of Southern California, California

Environment designer / Sep. 2013 – Dec. 2013

- **Project Syria:** Designed and modeled the environment to visually convey the narrative.
- **Use of Force:** Virtual reenactment of the police brutality case of Anastasio Rojas using the same technology as *Project Syria*. Buzzfeed feature video: <http://youtu.be/KxYfJb4jAgk>

2010 **Joycity** South Korea

Intern game designer / Jan. 2010 – Feb. 2010

- **NX Online:** Online multiplayer battle game that combines third-person action with portal mechanics. Game website: <https://nx.masangsoft.com> Gameplay video: <http://youtu.be/HeObmROvY7E>

Shipped Titles -----

2018 **Stunt Corgi:** Physics driven sandbox game for HTC Vive. Developed in Unreal Engine 4 using C++. Game website: <http://stuntcorgi.com>

2016 **World War Toons:** Online multiplayer FPS game for PS4 and PSVR. Developed in Unreal Engine 4 using C++. Game website: <https://www.worldwartoons.com>

2013 **Project Syria:** Interactive journalism experience using HMD goggles and position tracking. The player physically 'steps into' a virtually reenacted event of a mortar attack during a civilian protest in Syria. Developed in Unity engine. http://store.steampowered.com/app/491790/Project_Syria/