

Alexa Kim

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Summary

- SP/MP Level design with focus on visual composition
- Gameplay scripting in Blueprint, C++, and C#
- Rapid prototyping and iterating using Unreal Engine and Unity
- Leadership in game projects, feature pods, and training new employees
- Native proficiency in both English and Korean

Experience



Senior Mission Designer

Respawn Entertainment

Apr 2018 - Present (6 years)

- "Star Wars FPS game", UE5, 3 years

Cancelled title. Responsibilities were early gameplay prototyping, level layout and scripting, cross-discipline pod owner on a central game feature, training interns and new employees, hosting DEI workshops

- Medal of Honor: Above and Beyond, UE4, 3 years

Owned level layout and scripting for 15 single player levels, gameplay scripting for 15 more. Designed 5 multiplayer maps, and also trained new employees



Level Design Mentor

The Mentor Coalition

Nov 2020 - Aug 2021 (10 months)

I taught several aspiring level designers on a 1:1 basis, developing a course specifically designed for each student's interest.

In a month-long course, each student took a level pitch from design document to blockout finish in Unreal Editor.



Game Designer

Studio Roqovan Inc.

Oct 2015 - Feb 2018 (2 years 5 months)

• Stunt Corgi: Physics driven sandbox game for Steam / HTC Vive. As project lead, I was responsible for leading creative direction and production for all departments. As the head designer, I worked on core gameplay and game mode systems implementation in C++. Developed in Unreal Engine 4. Steam page: https://store.steampowered.com/app/665080/Stunt_Corgi_VR/

• World War Toons: Online Multiplayer FPS game for PS4 and PSVR. Level designer for "Playground" and "Calibration" minigame. Scripted character abilities and game logic in C++. Scripting support for

animation systems, and visual communication for combat mechanics. Developed in Unreal Engine 4.
Open Beta Gameplay Trailer: <https://www.youtube.com/watch?v=krcCh-gNN3M/>

Lead Designer - contract

Robotoki

Jun 2014 - Aug 2014 (3 months)

- 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 gameplay scripting in all levels. Clips of gameplay footage can be seen in this video: <https://youtu.be/Umc7qEUn5-s>

Environment Designer

Institute For Multimedia Literacy

Sep 2013 - Dec 2013 (4 months)

- Project Syria: Journalism piece using HMD goggles and position tracking that puts the player in a virtually reenacted event of a mortar attack during a civilian protest in Syria
- 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>

Lead 3D Artist, Game Designer

AICT (Advanced Institute of Convergence and Technology)

May 2009 - Feb 2011 (1 year 10 months)

- Immunobot: Kids educational top-down action game about the immune system
- Hansel and Gretel: A short narrative adventure game using Neurosky Mindset as input

Intern Game Designer

JOYCITY

Jan 2010 - Feb 2010 (2 months)

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

Education



University of Southern California

Master of Fine Arts (MFA), Game and Interactive Media Design

2012 - 2015



Seoul National University

Bachelor of Fine Arts (BFA), Design and Visual Communications, General

2006 - 2011

- Focused studies in the fundamentals of design, 3D graphics and programming.
- Co-founder and honorary member of SNUGDC, the game developing community at Seoul National University.