

# Joshua Hanjoon Kim

Producer

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## Education:

- Entertainment Technology Center (ETC) Carnegie Mellon University, Pittsburgh, USA**  
Master of Entertainment Technology Sep 2015 - May 2017
- Cultural Content, Hanynag University ERICA Campus, Ansan, Korea**  
Bachelor of Art in Cultural Content May 2008 - Feb 2015

## Work Experiences:

### Neofect, Yong In, Korea

*Game Design Intern* Apr 2014 - Jul 2015

- Worked as game concept designer/playtest manager in stroke rehabilitation game development team
- Made a game with team in rapid production cycle; 2d game every month, 3d game every 2 months

*Marketing Intern*

Nov 2014 - Dec 2014

- Managed intern marketing team of smart LED glasses “Chemion” and Facebook page of the product

### Dongwon F&B(Food & Beverage), Seoul, Korea

*Sound Director*

Aug 2012 - Nov 2012

- Directed sound and story production of music video “Blue Ketchup” promoting newly imported alcoholic beverage, “Kuemmerling”

### Pictosoft, Seoul, Korea

*Game Marketing & QA Intern*

Jun 2012 -Jul 2012

## Projects:

### Project Black Ice, EA (Electronic Arts)

*Co-producer(Internal) & Sound Designer*

Jan 2016 - current

- Working as co-producer/sound designer EA. It is the 16 week deliverable project that develops single/local multi-player snowball fight game for connected TV (xfinity).

### Building Virtual Worlds, Entertainment Technology Center

*Producer & Sound Designer*

Sep 2015 – Dec 2015

- Worked as producer at BVW which is a one-to-three\_week cycle game development experience with different teammates and platform like Oculus, Kinect, Leap motion

- Take second place in leadership section of peer evaluation.

### Alien Cube

Jul 2013 – Jan 2014

- Designed and developed the sound-based virtual reality game “Alien Cube”
- Sound-based game design idea is currently on the progress of patent in Korea

### D&F Diet, Academic Project

Mar 2012 – Jun 2012

- Executed a blogging project “Dungeon & Fighter Diet (D&F Diet)” and gathered 100,000 viewers in 3 months

## Skills:

Korean (Native), English (Fluent), Japanese (Conversational) and Chinese (Conversational),  
Programming experience (C++, cocos2d, Unity2D)