

Jeremy "Bear" Kim
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RELATED EXPERIENCE

Associate Producer/Level Designer
iWin Division 90

Intern to Contract Jan 2008-Oct 2008
Seattle, WA

Shipped Title: Coconut Queen

- Supervisor of six team members.
- Responsible for maintenance and updates of all game design documentation.
- Daily communication with team members on and off site to track progress.
- Design, balancing and implementation of 60 game levels.
- Basic scripting and XML tagging.

Play Tester
Wizards of the Coast

Affiliated 2007-2008
Renton, WA

Shipped Title: Dungeons and Dragons 4th Edition Players Handbook

- Testing and observation of basic and advanced game mechanics.
- Written reports of flaws bugs and positive aspects of general and detailed game-play.

3D Artist
AHDMG (360start.com)

Contract Nov 2008-Dec 2009
Seattle, WA

- Construction of 3D images for apartment and condominium advertisements.
- Tool construction, documentation and pipeline streamlining.

Game Tester
Aditi Technology (Microsoft Contract)

Contract Feb 2010- Present
Redmond, WA

- Testing observing and reporting of games for Microsoft X-Box. Bug writing, crash handling.

Information Systems Technician
United States Navy and Reserve

Employed (1998-2006)
San Diego, CA/ Everett, WA

- Lead network administrator, responsible for supervision of 12 personnel
- maintenance, repair and operation of ships computer and communications systems

Awarded Junior Sailor of the Quarter 3rd Quarter 1999, Navy and Marine Corps Achievement Medal Good Conduct Medals.

EDUCATION

BFA Game Art and Design
The Art Institute of Seattle

(2006-2008)
Seattle, WA

Student Producer of five six student game productions with team sizes ranging from 2 to 30. 3.6 GPA
Awards: Best Portfolio in Show

SKILLS

3DS Max	Game Maker	Digital Painting	Visual Studio	Cugger
Maya	Unreal Tournament	Painting	Product Studio	MS Office
Photoshop	Unreal III	Drawing/Sculpting	Tortoise SVN	InDesign