

# Dohan Kim

UnityDevDeloper

2026年2月20日

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## SUMMARY

Senior Unity & Unreal Engine developer with 5 years in Unity and 3+ years in Unreal Engine (Blueprints & C++). Comfortable owning client architecture, gameplay systems, and performance from prototype through launch. Known for close collaboration with designers and producers to keep features both fun to play and realistic to ship.

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## SKILLS & ABILITIES

- Unity game development in C# (5+ years).
- Unreal Engine development (3+ years, Blueprints and C++).
- Mobile and cross-platform development with Unity for iOS, Android, and PC.
- CI/CD with Unity Cloud Build and Git.
- Client architecture using MVP/MVC, event bus, and Dependency Injection.
- Swift R&D using visionOS / Vision Pro.
- Unity Timeline, ScriptableObjects, and AssetBundles.
- PlayFab for multiuser authentication and live services.
- REST / Web APIs and Agile/Scrum.

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## RELEVANT EXPERIENCE

### Unity Client Engineer — Rudel.inc · Feb 2025 – Present

- Implement and iterate on live features for mobile titles built in Unity, from UI flows to gameplay systems.
- Profile and improve performance and memory usage on target devices.
- Collaborate with designers and producers to refine specs, estimate work, and keep releases on schedule.

### Lead Unity Client Engineer / Project Manager — Mankindgames.inc · Apr 2021 – Feb 2025

- Led Unity client development for multiple projects, defining architecture, coding standards, and review practices.
- Planned and delivered features across sprints, coordinating a small cross-disciplinary team.
- Worked with backend and infrastructure engineers to integrate APIs, analytics, and live-ops tooling.

### Gameplay Programmer (Intern) — Mankindgames.inc · Nov 2020 – Apr 2021

- Prototyped AR/VR mechanics and gameplay loops in Unity using experimental hardware.
- Supported senior engineers with gameplay, tools, and build pipeline tasks.

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## OTHER EXPERIENCE

Indie and personal Unity projects ranging from prototypes to larger gameplay experiments, including the titles showcased in this portfolio. Regular participation in game jams and technical spikes to explore new mechanics, tooling, and workflows that can be brought back into production projects.