

Elizabeth E. Kim

Senior Game Designer



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INDUSTRY EXPERIENCE



Red 5 Studios

“FireFall” ❖ PC ❖ FTP ❖ Shooter ❖ MMORPG

April 2015 - Present
Senior Game Designer

- Developing unannounced VR project for Samsung Gear VR using Unreal Engine 4
- Re-scripted 7+ major missions and open-world events for new combat system.
- Assumed ownership over 3+ large-scaled, orphaned dungeons and finished implementation for release.
- Managed and iterated on future Rewards, Elite Ranks, and System changes.

May 2013 - April 2015
Game Designer

- Improved New Player Experience with tutorials, missions, and in-game metrics - Raising new player retention by 20%.
- Designed new in-game camera tool with engineers for design, art, and cinematics team.
- Implemented 5+ open-world dynamic experiences and 2 zone-wide events.
- Designed and scripted 2 replayable epic mission, comparable to dungeon-like content of other MMOs.
- Designed and scripted first instanced boss-fight.



SuperBot Entertainment

“PlayStation All Stars: Battle Royale”

❖ Sony PS3 ❖ Sony PSVita ❖ Brawler ❖ Fighting Game

September 2011 - February 2013
Combat Designer

- Designed, Pitched, and Scripted the Combat moves of the characters: NARIKO + JAK AND DAXTER
- Fine-Tuned 20+ characters with team to ensure moves were accessible, balanced, and intuitive.



[linkedin.com/in/elizabethkimdesign](https://www.linkedin.com/in/elizabethkimdesign)

EDUCATION

2009-2011



Full Sail University
B.S. in Game Development
GPA 3.8 | GPS 106

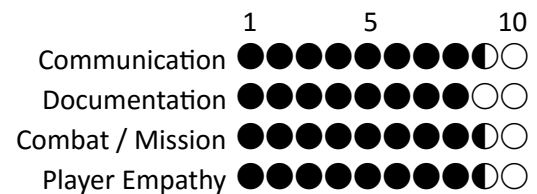
2003-2008



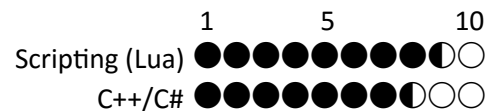
University of California, Irvine
B.S. in Computer Science
GPA 3.3

SKILL LEVELS

DESIGN



TECHNICAL



SOFTWARE

Visual Studios 2010-2013 ❖ Perforce ❖
Tortoise SVN ❖ Alienbrain ❖
Unreal Engine 4

ACHIEVEMENTS



February 2013

“Fighting Game of the Year”

D.I.C.E. Awards for

PlayStation All-Stars: Battle Royale



September 2011

Valedictorian of Graduating Class
of Full Sail University