

Bryan Kim

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ASSISTANT PROFESSOR AT TEXAS A&M UNIVERSITY

College of Performance, Visualization, & Fine Arts - Technical Art and Interactive Media - Game Design

EDUCATION

Rensselaer Polytechnic Institute
Carnegie Mellon University
Purdue University

Doctor of Philosophy | Critical Game Design
Masters of Entertainment Technology | Entertainment Technology Center
Bachelor of Science | Computer Graphics Technology

Class of 2025
Class of 2019
Class of 2015

PUBLICATIONS

- Meaningful Play 2024** Bryan Kim; Ye Chan Kim; Hyun Jin Shin; Jee-in Kim; Game Mechanics and Aesthetics Design Framework in Digital Therapeutics for Stroke-related Visual Impairment. Proceedings of Meaningful Play 2024.
- ACM GoodIT 2023 / Best WIP Paper Award** Bryan Kim; Et al.; Game-Driven Practices for Social Skills: Exploring Usability for Children with Autism Spectrum Disorder. ACM 3rd International Conference on Information Technology for Social Good.
- IEEE GEM'22** Bryan Kim; Using Selective Simulation to Create Digital Therapeutics for Educating Social Skills to Children with High-Functioning Autism Spectrum Disorder. IEEE CTSoc Gaming, Entertainment and Media conference 2022
- ICCT 2022** Michelle Kim*; Bryan Kim*; Jung Hwan Kim; Jee-In Kim. ASDCLAIMS: Twitter Dataset of Claims on Autism Spectrum Disorder. 2022 IEEE 22nd International Conference on Communication Technology.
- CHI PLAY 2019 WIP** Bryan Kim; Yi Cheng; Zixuan Li; Ruoxi Li; Chenchen Tan; Shuo Wang; Yifeng Shi; Jessica Hammer. Game With A Purpose To Collect Home Audio Data.
- DKOU 2017** Jun-Young Kim; Jaeyeong Park; Bryan Kim; et al.; MRI-based 3D Simulation of Transtrochanteric Anterior Rotational Osteotomy for Osteonecrosis of Femoral Head : A study of three cases. German Medical Science

INDUSTRY EXPERIENCE

- Founder & CEO** | MeDKit Apr 2020
- Led MeDKit, a health game startup, from inception to a developing player in the market, securing \$210k investment, establishing a development pipeline, and engaging with potential partners through pitching.
 - **Eye Rehab**: Developed clinically effective VR digital therapeutics for visual deficits, incorporating eye-tracking technology to engage patients in therapeutic exercises. Successfully completed IRB clinical testing with two cases. | Dec 2023
 - **Emotion Adventure**: Launched a mobile game for ASD children designed to enhance and train cognitive, social, and emotion-situation recognition with 50+ downloads | May 2023
 - **LunchLaunch**: Developed a mobile single-player game, transforming traditional shooting mechanics into educational experiences for children. | Mar 2023
 - **HayStackToe**: Developed a mobile-PC cross-platform team party game redesigning Tic-tac-toe for children | July 2022
 - **Double Walker**: Developed a Mobile AR self-care game for ASD children | Aug 2021
- Production** | *Fortnite Battle Royale, Epic Games* Aug 2019
- Managed task assignment and tracking for the game development team, contributing to the timely release of updates.
 - Improved task tracking from meetings and playtests by implementing a ticketing system with Jira.
 - Supported the coordination of company-wide playtests with 100+ playtesters, organized and provided critical feedback for game design, QA, and performance enhancements.
 - **Fortnite Battle Royale Chapter 2 Season 1** | Dec 2019
 - * *Produced*: Fishing, Harpoon Gun, Swimming, Water and bullet interaction, Motorboat, In-game matchmaking, Fortnitemare contents, New season content exploits (e.g. Healing inside the storm), Lightsabers, F11 Blasters, Star Wars live event, and Future season contents bugs
 - * *Assisted producing*: Fortnitemare Storm King, Chapter 2 Season 1 item balancing, and Held Object System
 - * *Coordinated playtesting*: Daily company-wide playtest, Splitscreen, Star Wars Live event, Star Wars items, Stormtroopers around crash sites, Winterfest, and Future season content
 - **Fortnite Battle Royale Season X** | Nov 2021
 - * *Produced*: Batarang, Bat Grappler, and Taco Time

RESEARCH EXPERIENCE

- ERL Soil Project Research Assistant** | *Rensselaer Polytechnic Institute* Sep 2023
- Developed artistic science game project on soil, nutrient cycle, carbon sequestration, and climate change using room-scale immersive projection, Houdini simulation, and AI procedural simulation
- Emergent Reality Lab Research Assistant** | *Rensselaer Polytechnic Institute* Sep 2023
- Set up a room-scale immersive projection virtual reality facility to develop software frameworks that will be used to create experiences integrating stereoscopy, multi-screen projection, and motion tracking with the Unreal Engine platform
- CureQuest Research Assistant** | *Rensselaer Polytechnic Institute* Sep 2022
- Coordinated a drug development project, improving project workflow through effective task management and design feedback.
- GWAP Research Assistant** | *Audio Game Group, CMU / Bosch / Philips* Jan 2019
- Designed and developed 'Games With A Purpose' to aid in auditory training, contributing to the research on accessible gaming.

TEACHING EXPERIENCE

- Teaching Assistant** | *Rensselaer Polytechnic Institute* May 2024
– Assisted in teaching a course on Pop Music, guiding students through group activities and discussions to deepen their understanding of the material.
- Writing Teaching Assistant** | *Rensselaer Polytechnic Institute* May 2024
– Served as a writing TA in the writing center, building a strong rapport with students and becoming a sought-after resource for support on writing assignments
- Teaching Assistant** | *Rensselaer Polytechnic Institute* May 2023
– Assisted in teaching the Game Sound & Musical Play course, delivering one lecture, and regularly leading group activities to enhance learning engagement.
- Head Teaching Assistant** | *Carnegie Mellon University* July 2018
– Managed logistics for a class of 79 students, planning semester activities and coordinating with a team of 10 TAs to support student learning.
– Facilitated the development and delivery of course materials, enhancing the educational experience for students.

GRANTS

- Founders Award of Excellence** | *the 29th Annual Honors Convocation* Oct 2023
- 1st place in the Class of '51 Entrepreneurship Awards** | *Severino Center for Technological Entrepreneurship* April 2023
- Playful Learning Certificate** | *Rensselaer Polytechnic Institute* Mar 2023
- 2nd place in RPI Business Model Competition Grant** | *Severino Center for Technological Entrepreneurship* May 2023
- Level UpState Grant** | *Rensselaer Polytechnic Institute* Aug 2022
- Rensselaer Graduate Fellowship Award** | *Rensselaer Polytechnic Institute* May 2021
- K-Uncorn Academy** | *Korea SMEs and Startups Agency* April 2021
- Global Business Incubator Grant** | *Korea SMEs and Startups Agency* Jan 2021
- Pre-startup Funds Grant** | *Creative Economy Innovation Center* May 2020

ACADEMIC EXPERIENCE & SERVICE

- RPI Graduate Student Committee** | *Rensselaer Polytechnic Institute* May 2023
– Organized and facilitated workshops, talks, and sessions aimed at enhancing the academic and professional development of Critical Game Design graduate students at RPI.
- Burnt Onion Game Studio** | *Carnegie Mellon University* Jan 2019
– Developed a pre-production package for a year-long game development project, modeling AAA studio standards.
– Facilitated project management through Scrum and daily stand-ups and supplied designers and artists with resources to independently address production challenges and maintain project momentum.
- Pupil** | *Carnegie Mellon University* Aug 2018
– Designed and prototyped AR applications aimed at enhancing classroom learning experiences.
– Engaged with five schools for playtesting and feedback, resulting in impactful project enhancements and international recognition.
- NEO** | *Carnegie Mellon University* Jan 2018
– Collaborated with Princeton University to develop an online crowd-sourcing PC game for mapping neural networks.
– Adapted to multiple roles (level designer, interaction designer, 3D artist, 2D artist) to meet project needs and conducted playtesting with 200 players to refine design, and optimizing team dynamics.

LECTURES & PRESENTATIONS

- Design Framework in Digital Therapeutics** | *Meaningful Play 2024* Sep 2022
– Presented a replicable, generalizable design framework for digital therapeutics, moving beyond symptom-specific solutions through case studies on *EyeRehab*.
- Serious Game Design Approach Seminar** | *Sangmyung University* Sep 2022
– Delivered a guest lecture to introduce Sangmyung University students to key methodologies in digital therapeutics, focusing on practical design approaches and rapid prototyping to enhance therapeutic efficacy.
- Selective Simulation to Create Digital Therapeutics for ASD Children** | *IEE GEM 2022* July 2018
– Explored game design strategies for enhancing social communication skills in children with ASD.
- What is GWAP?** | *Konkuk University* July 2018
– Provided an in-depth lecture on the design and impact of GWAP for a group of HCI faculty and students, leading to a collaborative project proposal.