Kyuhun Lee

Lead Engineer · NDUS Interactive

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Open to game development and AI roles, from hands-on to lead or management, remote or abroad

Summary

Lead Engineer at NDUS Interactive, with 20 years in games. I run Slop Factory, where a team of AI agents ships a new browser game every day, and at work I build and prototype games with AI.

I've worked on games since 2001, mostly on servers: mobile games in C, the Knuckleball Online server and the Xociety backend at NDUS, plus client work on NBA2K at Visual Concepts. I run the agents the way I ran those servers, as a service that has to stay up.

AI work

Slop Factory slopfactory.games

- A game studio run by AI agents. It designs, builds, tests and publishes a new free browser game every day
- Eleven agents on Paperclip, each with one job: Chief of Staff, Secretary, Game Programmer, Frontend Engineer, Backend Engineer, Game Artist, Translator, QA Lead, PR Reviewer, Publishing Lead, Community Manager
- Shipped: 40+ games, most days without me stepping in
- Models: Claude and OpenAI Codex
- Art: Drawn in code, no image models
- Music: Generated in code
- QA: Browser automation at phone and desktop sizes, a PR review agent, unit tests and build checks
- Languages: English and Korean, with a translator agent

claude-key-router github.com/thinkong/claudeapikeyrotater

- The agents kept running into rate limits, and LiteLLM was too heavy for a single provider, so I had agents build a small Rust proxy just for Claude keys
- Spreads requests across a pool of Claude API keys
- Fails over when a key is rate-limited or out of credit
- Keeps each conversation on one key so prompt caching still works
- Meters cost per request, with a web UI and an admin API

AI in game development NDUS Interactive

- **Solo prototyping** (Unity · more than ten games): Prototyped more than ten games in Unity on my own, using AI for the code, art and music
- **Unannounced multiplayer game** (Unreal Engine · listen server): Agents work on gameplay code, editor automation, asset work and automated tests
- **Agent teams for everyday code** (Claude Code · Codex): Day-to-day coding runs on agent teams in Claude Code and Codex

Experience

NDUS Interactive — Lead Engineer — Oct 2022 – now

- Led a team of 4 server engineers on Xociety, including hiring and the architecture and vendor decisions

AI work at NDUS is listed above

Xociety (on hold)

- Led backend architecture for Project Xociety, including NFT/blockchain integration
- Designed the REST API infrastructure on Node.js and Kubernetes
- Moved the cloud from AWS to Tencent Cloud and the game servers from Agones to Edgegap, for lower cost, more regions and less to operate
- Tuned dedicated server performance with Agones and Quilkin
- Built the matchmaker, with skill-based matching and region filtering

Visual Concepts — Software Engineer — Feb 2018 – Oct 2022

- NBA2K20 and NBA2K19 Mobile: ported the iOS code to Android
- Added real-time multiplayer through Google Play Services
- NBA2K Online 2: client programming

KT — Senior Software Developer — Aug 2017 – Feb 2018

- Led development of a WebGL-based Map SDK
- Started migrating KT's maps from image tiles to vector tiles
- Modernized the existing JavaScript Map SDKs while keeping legacy systems working

Bluehole Pnix — Senior Server Engineer — Jun 2017 – Jul 2017

- Built backend systems on .NET Core
- Implemented music extraction and content filtering through the YouTube API

Visual Concepts — Software Engineer — Mar 2015 – May 2017

- Led backend development for an unannounced project on Golang and RethinkDB
- Designed the architecture around service discovery to remove single points of failure
- Prototyped in Cocos2dx and used Redis for high-concurrency sessions

Thingsoft — Game Programmer — Feb 2015 – Mar 2015

- Wrote Python tools that sped up the Peria Chronicles team's workflow

Justnine Co. Ltd — Senior Server Programmer — Jul 2007 – Jan 2015

- Knuckleball Online: C++ game server on MSSQL
- Tower Alliance Online: custom relay server to get players through firewalls
- FishHunt: Oracle backend for the Japanese and US markets

E3Net Ltd — Programmer — Mar 2005 – Sep 2005

- Kart Rider Mobile: game logic in C for the GNEX platform

Animedia Ltd — Programmer — 2001 – Feb 2005

- Doma Ahn Jung-geun: one of Korea's first mobile stealth games
- Game logic for the action RPG Rein
- Core systems for the PC simulation Venture Tycoon

Skills

Languages	TypeScript · JavaScript · Python · Golang · C++ · C# · C
Servers and data	.NET Core · NestJS · Node.js · Redis · MySQL · MSSQL · Oracle · RethinkDB · Meteor
Cloud and infra	Kubernetes · Docker · Agones · Quilkin · Edgegap · AWS · Tencent Cloud
Engines and clients	Unreal Engine · Unity · Phaser · Cocos2dx · WebGL · Mapnik

AI agents	`Claude Code · Codex · Paperclip`

`Other AI projects`

- **ClassBrief** Turns exam papers and student answers into analysis and parent reports that teachers review before sending (In progress)
- **notetAIker** Note-taking app that adds titles, tags and links between related notes for you
- **gpt-commit-summarizer-kr** Summarizes Git commits in Korean with GPT
- **obsidian-telegrambot** Connects a Telegram bot to an Obsidian vault

More on github.com/thinkong

`Education`

Ajou University, B.S. Computer Engineering and Media

`Languages`

Korean (native), English (fluent)