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, where I work on gameplay for an unannounced Unreal multiplayer game. I also run Slop Factory, a game site built by AI agents. I've spent 20+ years in games, mostly on servers: mobile games in C, NBA2K and the Xociety backend.

For most of my career the job was making systems faster without making them riskier. I've led infrastructure migrations from AWS to Tencent Cloud and from Agones/Kubernetes to Edgegap. Both moves made the servers cheaper and closer to players, and gave the team less to run.

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 and new games

- Built Slop Factory: a Paperclip agent company that designs, builds, tests and publishes a new browser game every day. 40+ games shipped, most days without me stepping in
- Gameplay programming on an unannounced Unreal Engine multiplayer game (listen server)
- Prototyped more than ten games in Unity on my own, using AI for the code, art and music

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

Side projects

- **Slop Factory** A new free browser game every day, made and shipped by AI agents
- **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
- **Keen Spot** Indie game on itch.io
- **`claude-key-router`** Rust proxy that rotates a pool of Claude API keys, with cost metering, failover and cache-friendly routing

More on github.com/thinkong

Education

Ajou University, B.S. Computer Engineering and Media

Languages

Korean (native), English (fluent)