Alex "Seoung Yeon" Lee

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https://alee1303.github.io

Related Project

Aiku (Fall 2017-Present): http://aiku-game.weebly.com/

Large-Team Development(49 members), First-Person Puzzle Game, Developed in Unity
- Administering and reviewing pull-request for game features.
- Resolving version control issue for others using git bash and terminal
- Creating and developing different interaction method within a game through polymorphism and different design pattern.
- Consulting bug-fixes and performance(run-time) issue.
- Formulating data structure usage for achieving desired functionality and performance.
- Created algorithms for wider ray-casting system to detect objects in player's reach (https://github.com/ALee1303/Sphere-Raycasting)
- Created original power base class which developed into core gameplay mechanics (https://github.com/ALee1303/PowerSystemBase/tree/master/Assets/Scripts)
  - Test-driven development using NUnit with Unity test tool
  - Utilized *Strategy Pattern* to create multiple types of *Powerable Objects*

Tower of Hanoi Simulation: https://github.com/ALee1303/Tower-Of-Hanoi
Visualization of Tower of Hanoi puzzle using <u>Unreal Engine</u>
- Using custom data structures to display how tower of hanoi puzzle is solved
- Demonstrates knowledge in use of data structure and Object Oriented Programming

Duelout: https://github.com/ALee1303/DuelOut
Single Development, Two-Player Breakout Game, Developed in Monogame
- 1vs1 original adaptation of classical *Breakout* game.
- Experienced using multiple design patterns to create adaptable game project.
  - Used strategy pattern for creating different items and blocks.
  - Used mediator pattern for managing balls and blocks.

Education

Bachelor of Science in Programming/Game Programming
Columbia College Chicago, Interactive Arts and Media Department, Chicago, IL,
Expected May 2018. 2018 Spring In-Progress (Department GPA 3.95)
Honor: Dean's List from 2016 Fall to 2017 Fall.

Skills

Coding Language: C#(Proficient), C++(~C++14), Python, Javascript, HTML
IDE, Frameworks, and tool: Visual Studio(Proficient), NodeJS(Familiar), Git, Sourcetree
Foreign Language: Korean(Proficient), Japanese(Fluent in conversation)

Work Experience

Research Intern (Summer 2015-Spring 2016):
Cresyn Inc., Seoul, Korea (Main Product: Headset & cable, 2017 annual sales: US $300M)
- ODM & OEM for Samsung, LG, Sony, etc.
- Gained laboratory experience in a corporate research and development setting.
- Contributed to manufacturing and testing of many products.
- Created referential documents by comparing company's products to competing brands'.
- Developed ability to acquire new skill quickly by learning Creo and AutoCAD.

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Reserve Army Training Assistant Manager (July 2013-March 2015):
Seocho 3rd Reserve Army Squad, Republic of Korea Army, The 52nd Infantry Division
- Using secure military DBMS to assign and administer training to reserve army forces (around 1,600 forces) according to law.
- Administering legal procedures and documents related to training, such as Instituting legal proceedings against Squad members who are unlawfully absent from training.
- Created, using excel, normalized data sheets of trainees to sort them in other ways not provided by the DBMS.
- As a Squad Leader, stationed squad received '*Best Performing Reserve Army Squad.*'