**Profile:**

I am a highly passionate and driven game development programmer with experience in C# and Unity.

During my time at college, I have actively sought opportunities to immerse myself more in game development, allowing me to hone my technical skills and my problem-solving abilities.

I am enthusiastic about creating immersive games and I would thrive in a team environment that would encourage learning and innovation.

My goal is to contribute to a team where I can find greater obstacles that would hone my skills to another level and showcase my expertise to creating and delivering high-quality games, I am keen to bring my passion, technical proficiency, and dedication to any project I undertake.

**Technical Skills:**

* Proficient in C# and C++, able to adapt to other languages as well if needed.
* Knowledgeable in using Unity and Unreal Engine.
* Skilledat rapid prototyping

**Soft Skills:**

* I am a well-versed problem-solver, my speciality concluding action gameplay mechanics such as state machines with complex mechanics for AI and character-related ability mechanics.
* I excel at clearly communicating my intentions with the team and articulating my goals to the team, facilitating effective collaboration and prompt resolution of problems.
* I am accustomed to working collaboratively on programming projects as well as non-programming tasks, adapting on the spot seamlessly to team dynamics.

**Experience:**

[University Hosted Game Jam Winner](https://gamalol.itch.io/tower-deffense-vs-magnets)

* The project is a small Tower Deffense game and I worked as a game devloper covering most of the main core gameplay mechanics.
* This was my first collaborative project and gained valuable teamwork experience and got a good understanding on how to work together as a team.
* The timeline was fairly short, so there was a large need for rapid prototpying specifically for the pathfinding of the enemies.
* I have also played a major part in organising tasks across our team to make sure we can finish the deadline within the time allocated.

[Brackeys Game Jam 2024.1](https://itch.io/jam/brackeys-11/rate/2535193)

* This truly pushed my problem-solving skills ot the limit as I decided to do it in the time span of two days and managed to get it to a satifactory point.
* It was done in C# and I was alone the entire time, this was quite the challenge especially since I decided to try to implement my first state-machine utilised by a Boss Type Enemy.

**Education and Qualifications**

**Interests**

* I am very passionate about action games, specifically within the MMORPG genre from Korea. I do also enjoy MOBAs, Shooters and indie Roguelikes.
* I love watching animes from the casual and shonen genre as they display a high level of fantasy which I find intriguing.
* I find myself also sometimes diving into light novels and mangas.