Jeongin Yeo

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Education

B.S.   **Hanyang University**, Computer Science   Feb 2019 – Current
- *Junior undergraduate*
- GPA: 3.74/4.5

Experience

System Security Lab, Hanyang University   Seoul, South Korea
Research Intern   Sep 2024 – Current

Vader Entertainment   Seoul, South Korea
Contract Game Developer   Nov 2020 – Feb 2021
- Developed a mobile marine tourism app for Jeju Island, Hidden World, allowing users to interact with 3D models in an AR environment.
- Developed and optimized 3D animation and integrated APIs such as face recognition, navigation and AR.
- Tools Used: Unity Engine 5, C#

Projects

Chord Block   Nov 2019

Rhythm game supporting digital piano inputs
- Developed game logics and integrated MIDI input API.
- Tools Used: Unity Engine 5, C#
- OOPArts, Hanyang University

Skills

Languages: C, C++, C#, JavaScript, Python

Technologies: React.js, Express.js, Node.js, MongoDB, Unity Engine, Unreal Engine, Blender 3D

Extracurricular Activities

OOPArts, Hanyang University Game Dev Society   Seoul, South Korea
President   Jan 2020 – May 2021
- Designed online class curriculum and swiftly responded COVID situation.
- Supervised Unreal Engine course and created Unity Engine course materials.

Others

English Proficiency

Sep 2024 - GRE (Verbal: 153, Quantitative: 169)

Certification

Apr 2023 - SQLD (SQL Developer)