Beomgeun Choi

Software Engineer

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↖ http://beomgeunchoi.com

Skills

C#

C++

C

Python

JavaScript

Shell

ShaderLab

GLSL , HLSL

Framework

Unity

OpenGL

Unreal

Tools

Git , SVN

Visual Studio

CMake

Professional Experience

GamePlay Programmer
Madorca Inc. (Mikonote) ⧉

Jan 2019 – present

- Developed gameplay logic of UIs
- Integrated Spine2D into the unity project and fixed memory issue
- Built sound effect system to manage easily sound file for designers
- Implemented custom option manager which controls graphics setting, volume, notifications

Projects

RoteRote ⧉
Team Proejct - Tech Director (Sep 2017 - 2018)

- Built up custom game engine structure written in C++
- Implemented object management using a factory pattern
- Intergrated IMGUI into the project for the visual debugging
- Developed sound system using FMOD API
- Created the custom tool such as map editor and object editor written in C#

Rotate! (Android, Unity) ⧉
Personal Project (Aug 2018 - Oct 2018)

- Developed 2D Platformer Game Logic
- Implemented level generating system based on Json file
- Created Level-skip system using Unity Ads

Birdy Savior (Android, Unity) ⧉
Peronal Project (Oct 2018 - Nov 2018)

- Implemented 3D runner Game Logic
- Intergrated Google GamePlay Service such as IAP, Achievement

Education

BS in Computer Science in Real-Time Interactive Simulation
DigiPen Institute of Technology

- Exected graduation in Apr 2023