

University Student · Computing For Games

Falmouth, Cornwall, United Kingdom

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Summary

Avid programmer with a strong knowlege of version control using Git, experience with multiple programming languages and an excitement for facing new, interesting challenges. I am a confident presenter who is comfortable leading a team and liasing between different disciplines. I am currently seeking a summer internship position in order to gain experience in the industry, as well as make strong contacts which I hope to utilize throughout my degree and upon graduation. My ideal position would be acting as a lead programmer supervising a team or as a project manager.

Skills

- Proficient in C#
- Confident with version control using Git, including branching and fixing merge conflicts
- Familiar with Unity
- Experienced with agile and scrum development practices
- · Confident and organised team and scrum leader

Education

Falmouth University Falmouth, United Kingdom

BSc Computing For Games

• Got a Chun Shin-Il Scholarship which is given to promising students in CSE Dept.

Sept. 2019 - Current

Programming Projects

Snake C++ OpenGL

SNAKE PROJECT GITHUB LINK

July 2019

- · Programmed a game of snake including collision detection and random apple placement
- Included a display of the players score once they die
- Added the ability to reset to starting conditions after dying by pressing 'r'
- Use of dynamic arrays to provide no cap on the possible size of the snake
- Scaled movement speed with the length of the snake to increase the difficulty as the player did better

Rocket Glider Analysis

AUTO-PILOT GITHUB LINK

C++

January 2019 - March 2019

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ROCKET GLIDER GITHUB LINK

• Used an iterative method to find the best dimensions for a rocket powered glider from know boundaries

• V1.1 was optimisation and reduced the run time by 60%

Auto-Pilot Script kos

• Used OOP to create a script to take a rocket from the launch pad to a sub-orbital path

• Improved the script to automatically circularise the orbit once a sub-orbital trajectory is achieved

Work Experience _____

Presentation

DevFest Seoul by Google Developer Group Korea

Seoul, S.Korea

PRESENTER FOR < HOSTING WEB APPLICATION FOR FREE UTILIZING GITHUB, NETLIFY AND CLOUDFLARE>

Nov. 2017

- Introduced the history of web technology and the JAM stack which is for the modern web application development.
- Introduced how to freely host the web application with high performance utilizing global CDN services.

6th CodeEngn (Reverse Engineering Conference)

Seoul, S.Korea

PRESENTER FOR < DEFCON 20TH: THE WAY TO GO TO LAS VEGAS>

Jul. 2012

• Introduced CTF(Capture the Flag) hacking competition and advanced techniques and strategy for CTF

Program Committees

2016 **Problem Writer**, 2016 CODEGATE Hacking Competition World Final

2013 Organizer & Co-director, 1st POSTECH Hackathon

S.Korea S.Korea

Extracurricular Activity

PoApper (Developers' Network of POSTECH)

Pohang, S.Korea

CORE MEMBER & PRESIDENT AT 2013

Jun. 2010 - Jun. 2017

- Reformed the society focusing on software engineering and building network on and off campus.
- Proposed various marketing and network activities to raise awareness.

PLUS (Laboratory for UNIX Security in POSTECH)

Pohang, S.Korea

MEMBER

Sep. 2010 - Oct. 2011

- Gained expertise in hacking & security areas, especially about internal of operating system based on UNIX and several exploit techniques.
- Participated on several hacking competition and won a good award.
- Conducted periodic security checks on overall IT system as a member of POSTECH CERT.
- Conducted penetration testing commissioned by national agency and corporation.