Yongmin Cho

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Summary

A Software Engineer with various team project experience. Constantly try to communicate with teammates, prefer to finish driven works in time and enjoy learning various skills. Experienced in presenting the game to showcase (G-Star).

Education

DigiPen Institute of Technology
BS Computer Science in Real Time Interactive Simulation
Expected Graduation : April, 2021

Projects

2020 Discord LOL Searching Bot(Node.Js, Riot API, Mongoose)

- Developed a variety of keywords that interact with user's messages (help, server region change, level, rank, most line, master, current status)
- Designed and Developed by RESTful API guide line
- Backend in Node.Js & DataBase was composed by Mongoose

2020 Web Chatting Service(React.Js, Express.Js, Socket, Mongoose)

- Frontend in React.Js & CSS, Backend in Express.Js
- Socket Programming between client and server
- DataBase in Mongoose(MongoDB)
- Deployed in Heroku & MongoDB Atlas

2020 Welcome to the Future (Unity3D) - GamePlay Programmer

- Developed Custom One-Way Platform.
- Composed player's default movement, action
- Launched Game UI (Main Menu, Pause System, Option, Splash).

2016 Bouncing Memory (C++, C#) - Physics Engineer
Showcased at G-Star & Global Game Challenge

- Established Own Custom Physics Game Engine using C++.
- Developed RigidBody manager, Check Collision between objects and Apply Impulse. (Exclude objects what not within range in the update function) (20% performance UP)
- Engineered own math and physics library.
- Formed a game launcher that links from the launcher to our games using C#.

2015 Meteocre Defense (C) - GamePlay Programmer

- Implemented Enemy movements using characteristic of trigonometric function.
- Developed different Collision Detections depending on the situation.
- Made an Enemy Spawn Manager (Memory Manager)

Skills

C++, JavaScript, Node.Js, Unity(C#), MongoDB(Mongoose), React.Js
HTML, CSS, JQuery, EJS, Bootstrap, OpenGL, GLSL, Git, SVN, Docker