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PERSONAL SUMMARY

- Name: Jaesung Choi

- Hobby: Billiards, Reading

- Email: tom.jaesung@gmail.com

- GitHub: https://github.com/TomChoi

- Who am I?

  I interested in basic principle of computer so I continued to study computer knowledges. I started work as a software engineer at start-up for five years. Every works was a challenge for me. So I am confident in learning and accepting new skills. I want to be a developer who works happily.

EDUCATION

- Bachelor Mechatronics, Korea Polytechnic university (2008.03 ~ 2014.02)

WORK EXPERIENCE

- [GaudioLab](#) May 2015 ~ Now

Patent

- APPARATUS AND METHOD FOR PROCESSING AUDIO SIGNAL

  - KR(10-2016-0154366), US(15/356530)

SKILLS

Embedded

- C / C++ / Matlab / CMake
- QCC, Hexagon SDK

Android

- Java / JNI / Exoplayer / OpenSL ES / Android audio framework

Unity

- Native Audio Plugin

Utilities

- Git / Slack / Jira / Confluence / Jenkins / Artifactory

PROJECTS

- **Music Streaming SDK (June, 2019 ~ November, 2020)**

  - Implement Loudness Normalizer, Spatial Upmix, ELEQ using C/C++ with TDD

  - Debug PCM data issues

- Integrate Music Streaming library to Android audio framework as AudioEffects

- Porting Music Streaming library to Hexagon DSP

- Bring up QCC5121 development board

- Optimize code using intrinsic functions in Hexagon SDK

- **Immersive Audio SDK (August, 2016 ~ January, 2019)**

  - Implement Object, Channel, Ambisonics Renderer using C/C++ with TDD

  - Building multi platform environment using CMake and bash scripts

  - Implement CI/CD system using Jenkins and Artifactory

  - Created immersive video player for Android using Exoplayer, OpenGL, OpenSL ES

- **Developed and Maintained Demo (June, 2015 ~ July, 2016)**

  - Create immersive audio simulation demo using Unity Native Audio Plugin

  - Change demo ui for specific customer

  - Integrate VR SDK for devices(Oculus, Vive, GearVR) into demo