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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | **루키 클라이언트 프로그래머** |  |  |  |  | | --- | --- | --- | | |  |  | | --- | --- | | http://file1.jobkorea.co.kr/Mailing/2012/text_cover_letter.gif | Test Test! 업무를 수행하다보면 수많은 문제점 또는 변수가 발생합니다. 비슷한 환경을 만들어 테스트를 할 필요가 있죠. 항상 이런 과정은 필요합니다. 바로 저 처럼요. | |  |  | | --- | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  | | --- | |  | | **조항현(남, 1998년생)**   |  |  | | --- | --- | | 전화번호 | 미입력 | | 휴대폰 | 010-4186-7316 | | e-메일 | [whgkdgus56@gmail.com](mailto:whgkdgus56@gmail.com) | | 홈페이지 | 미입력 | | 주소 | 서울 양천구 신정동 | | |  |  |  |  |  | | --- | --- | --- | --- | | 희망연봉 | 면접후 결정 | 고용형태 | 정규직, 계약직, 인턴직 | | 희망근무지 | 서울 | | |  |  | | --- | |  |  |  |  |  | | --- | --- | --- | | **학력사항** | |  | | --- | | | 고등학교 졸업 | | |  | | |  | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | | 최종학력 | 학교명 | 소재지 | 전공 | 학점 | | 2017년 졸업 | **서울 디지텍 고등학교** | 서울 | 전문(실업)계열 | - |  |  | | --- | |  |  |  |  |  | | --- | --- | --- | | **경력사항** | |  | | --- | | | 신입 | | |  | | |  | |  |  | | --- | |  |  |  |  |  | | --- | --- | --- | | **취업우대 사항** | |  | | --- | |  | | |  | | |  | |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 보훈대상여부 | 비대상 | 취업보호대상 여부 | 비대상 | 고용지원금대상 여부 | 비대상 | | 병역사항 | **[면제]** | | | 장애 여부 | 6급 |  |  | | --- | |  |  |  |  |  | | --- | --- | --- | | **교육이수 내용** | |  | | --- | |  | | |  | | |  | |  |  |  |  |  | | --- | --- | --- | --- | | 교육기간 | 교육명 | 교육기관 | 교육내용 | | 2017년 01월 27일 ~  2017년 06월 23일 | VR 콘텐츠 개발자 양성과정 | NCIA 교육센터 | c, c# 기초 문법을 익히고 유니티 비기너 과정 후 단기 프로젝트(1주일) 실시, 이후 유니티 어드벤스드 과정 진행 후 장기 프로젝트(1개월) 실시, 장기 프로젝트는 발표회를 갖는다. |  |  | | --- | |  |  |  |  |  | | --- | --- | --- | | **해외연수** | |  | | --- | |  | | |  | | |  | |  |  |  |  | | --- | --- | --- | | 연수기간 | 연수국가 | 목적 및 내용 | | 2016년 05월 ~ 2016년 08월 (연수기간 4개월) | 독일 | Triboot technologies에서 각자 역할 분담하여 게임 제작 함. 회사 동료분들은 코칭 및 조언을 해주심  : 각자 맡은 바를 책임지고 기간 안에 완수해야하는 사회인의 기본자세를 배움  : 동료 분들 말씀, 업무 효율을 높이려면 휴식과 일을 확실하게 구분하라 |  |  | | --- | |  |  |  |  |  | | --- | --- | --- | | **자기소개서** | |  | | --- | |  | | |  | | |  | |  |  |  |  |  | | --- | --- | --- | --- | | |  |  |  | | --- | --- | --- | | |  | | --- | | 나의성향 | | 저는 꼼꼼한, 세심한, 개성있는, 사교적인, 도전적인 사람입니다. | | |