


# Jinhyun Choi

Software Engineer: Graphics, Game

➤ <https://jinhyunchoi.com>

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## Language & Tools

**Language:** C, C++, C#, GLSL, CSS, HTML

**Engines:** Unity Engine, Unreal Engine

**Tools:** Git, OpenGL, GLFW, Visual Studio, Visual Code, Resharper, Rider, Android Studio, gcc/g++, RenderDoc, Nintendo SDK with Unity Engine, Native Nintendo Code(NX), Direct X

**Programming Paradigm:** OOP, TTD, Functional Programming, Design Pattern

## Professional Experiences

### Outgame Client Programmer

*5minlab - Team of SMASH LEGENDS - Korea*

Jan 2020 - Apr 2022

- Implemented network Outgame systems like HTTP, Websocket, MQTT and many other network codes and created Social, Party, Chat, Friendly match and many other network features.
- Partnered with UI/UX designer and made UI modules for helping UI/UX designers to use for making the best design for providing to users.
- Succeeded in attaching third-party SDKs for self-publishing and devised Login, Maintenance, IAP, Billing with Purchase, Push Alarm, News and many other platform base systems.
- Regulated live service for a year Outgame client programmer alone and controlled server status, database, localization, build with deploying and many other tasks.
- Coordinated market space like PlayStore, AppStore, and Steam, and tested those APIs like review ratings, IAP and many other functions.

### Teaching Assistant

*DigiPen Institute of Technology*

Sept 2023 - Dec 2023

- Role as a Teaching Assistance CS300 class which is Computer Graphics covered Graphics Pipeline, basic rendering, shader technic, Lighting, PRB, and other graphics studies.
- Using OpenGL and helping students how to do Assignments and Q&A graphics knowledge.

## Academic Projects

### Game Programmer (Tech Director)

*Paparazzi* (Team Size: 5)

Sept 2023 - Dec 2023

- Implemented all key features of the game: Made object cutting based on camera view, placing cut objects into the camera album, and utilizing the data to generate maps.
- Developed comprehensive in-game UI systems: Implemented camera battery management, photo album system, and the ability to select and display chosen photos
- Served as the code manager for the entire programming team, overseeing all scripts and providing assistance as well as fixing bugs.

### Game Programmer (AI)

*Infe Station* (Team Size: 6)

Jan 2023 - May 2023

- Using Unreal Engine AI features which are Behavior Trees, Navigation System, AI Perception, and AI Debugging made AI enemies.
- Creating enemy style as a SCP-173/Weeping Angels with using Graphic calculation knowledge

### Graphics Programmer, Engine Architecture

*CamPic* (Team Size: 4)

Sept 2018 - June 2019

- Headed design engine structure and implemented engine core systems and fulfilled Scene Manager, Object Manager and many other engine cores.
- Programmed 2D Graphics system by using OpenGL with GLSL and applied camera, texture, animation, particle and other 2D graphics features to effectively show 2D Graphics.
- Formed game's core system with basic player movement, camera movement and other based game systems.

## Education

### Bachelor of Computer Science in Real-Time Interactive Simulation

DigiPen Institute of Technology

Expected Graduation: May 2024