Jinhyun Choi

Game Developer / Game Programmer / Gameplay Engineer

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SUMMARY

Associate Game Programmer with 3 years of experience at 5minlab, an independent game studio of Krafton in South Korea. Specializing in UI/UX, network systems, and databases, with strong capabilities in Ingame part development. Experienced in cross-platform development for Android, iOS, and PC. Proficient in prototyping and gameplay system development, with a focus on high code quality and structured codebases. Proven ability to solve complex problems, lead projects, and manage live services.

SKILLS

Language: C, C++, C#, GLSL, HLSL, CSS, HTML, JSON, Assembly

Engines: Unity Engine(Unity 2D/3D), Unreal Engine(Unreal Engine4/5), Custom Game Engine, Custom Rendering/Graphic Engine

Tools: OpenGL, DirectX, GLFW, Git, SVN, Visual Studio, Visual Code, Resharper, Rider, Android Studio, gcc/g++, RenderDoc, Nintendo SDK with Unity Engine, Native Nintendo Code(NX), Jenkins, Sentry, Jira

Others: Object-Oriented Programming(OOP), Test-driven development(TDD), Design Pattern, Functional Programming, Agile, CI/CD, 3D maths, Networking(TCP/IP, Websocket, API, Dedicated Server), UI/UX, AI, Debugging and Testing, Problem-Solving, Communication, Teamwork, Adaptability, Time Management, Parallel Programming, Multithreading, Optimization

EXPERIENCE

Outgame Client Programmer
5minlab (Krafton's Independent Studio) – Team of SMASH LEGENDS   Jan 2020 - Apr 2022, Korea

- Collaborated with art teams to create various UI/UX features and scenes, enabling users to enjoy diverse outgame functionalities.
- Implemented various outgame features using HTTP Request API between server and client, ensuring all users could access these features without bugs.
- Developed complex networking systems like party and matchmaking using Websockets, ensuring fast synchronization and bug-free gameplay.
- Integrated third-party SDKs for live service functionalities and user management, ensuring a smooth and problem-free gaming experience for many users.
- Worked closely with the operations team on market store management, billing services, database management, and addressing live service issues, maintaining smooth game services.

PROJECTS

Game Play Engineer & Tech Director
Paparazzi - 3D Platfomer Puzzle, Unity Engine   Sept 2023 - Dec 2023

- Successfully implemented complex core features by analyzing required functions, planning code structures, and designing interfaces despite limited references.
- Developed and optimized in-game UI systems using Unity GUI, including album and booklet systems, and managed complex data with LINQ and various data structures.
- Created an object-cutting feature by calculating Unity camera's View Frustum planes and implementing a Triangle-Plane collision algorithm.
- Utilized a culling system in 3D graphics to manage and store only visible objects, improving performance.

AI & Game Play Programmer
InfeStation - First Person Shooting Horror, Unreal Engine   Jan 2023 - May 2023

- Utilized Unreal Engine's AI systems, including Behavior Tree and Navigation system, along with BluePrint and C++ code to create complex and unique monsters.
- Implemented immersive monster animations and execution scenes using BluePrint, C++ code, and Unreal Engine's animation features, enhancing dynamic gameplay experiences.
- Developed essential gameplay features and resolved bugs and optimization issues for smooth play.

EDUCATION

BS in Computer Science in Real-Time Interactive Simulation   Graduated: 04/28/2024
DigiPen Institute of Technology (Redmond, WA, US)   GPA: 3.93 / 4.0