Jinhyun Choi
Software Engineer

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Skills

- **Language:** C, C++, C#, GLSL, CSS, HTML
- **Engines:** Unity Engine, Unreal Engine
- **Tools:** Git, OpenGL, Direct X, GLFW, Visual Studio, Visual Code, Resharper, Rider, Android Studio, gcc/g++, RenderDoc, Nintendo SDK with Unity Engine, Native Nintendo Code(NX)
- **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-based systems.
- Regulated live service for a year Outgame client programmer alone and controlled server status, database, localization, build with deploying, coordinated market space like Playstore, AppStore, Steam and many other tasks.

Teaching Assistant
DigiPen Institute of Technology   Sept 2023 - Dec 2023

- Led 20+ students in Advanced Computer Graphics, covering modern GPU architecture and various rendering techniques including texturing, illumination, transparency, shading, mapping and shadows with OpenGL.
- Offered individual guidance to students struggling with understanding the course material and reviewed the technical aspects of projects.

Academic Projects

Game Programmer & Tech Director   Sept 2023 - Dec 2023
Paparazzi - 3D Platformer Puzzle   Team of 5

- Applied 3D Graphics object collision ideas for making object-cutting features with a plane, resulting in the ability to cut objects by camera view frustum with Unity Engine.
- Produced all of the in-game UI system using Unity GUI, which included the development of a picture album system to generate new geometry which is sliced by view frustum with saved album objects.
- Navigated the git flow of the team overseeing all scripts and providing assistance as well as fixing bugs.

AI Game Programmer   Jan 2023 - May 2023
Infe Station - First Person Shooting Horror   Team of 6

- Developed different types of AI enemies using Behavior trees, Navigation system, AI perception and AI Debugging with Unreal Engine.
- Created basic AI enemy which is patrol type of enemy and utilized Computer Graphics view frustum experience for creating SCP-173/Weeping Angles type enemy.

Graphics Programmer & Engine Architecture   Sept 2018 - June 2019
CamPic - 2D Platformer Puzzle   Team of 4

- Headed design engine structure and implemented engine core systems and fulfilled Scene Manager, Object Manager and many other engine cores with GLFW, C++14.
- 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

BS in Computer Science in Real-Time Interactive Simulation   Expected Graduation: Apr 2024
DigiPen Institute of Technology   GPA: 3.92 /4.00