Jinwoo Choi

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Website: https://nero-thethrill.github.io/Portfolio-Website/

Education

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

DigiPen Institute of Technology (Expected graduation date**:** 04/2023)

Experience

[Digipen] Undergraduate Teaching Assistant (09/2021 ~ 12/2021)

- Answering questions about C++, OpenGL, Graphics from undergraduate students
- Giving feedbacks to their game projects / Grading assignments

[Tiktok] AR Effect Software Engineer Intern (05/2022 ~ 08/2022)

- Implement PBR, TAA, Shadow and Lights for the graphics pipeline based on deferred shading

Skills

Programming Language: C, C++, C#

Framework: OpenGL, Unity, Unreal4

Tools: Visual Studio, VS Code, git, Source Tree

Projects

Graphics Engine (Built with C++ / OpenGL used) (03/2021 ~)

- Experienced Phong Shading, Hybrid Rendering, Environment Mapping.. etc.
- Made an equation that determines and removes the same normal vertex with hash.
- Made graphics engine library that can be use any other project

Dodge-BLUERACOON (Android Casual Game) (12/2018 ~ 04/2019)

- All behaviors including leader board system, player movement is implemented with C#
- Worked with Graphic Artist, constantly communicated
- It is on the GooglePlay

Learn Accounting or Die (Android & iOS Learning Game) (04/2019 ~ 08/2019)

- All behaviors including game modes, player movement is implemented with C#
- Worked for professor, constantly communicated
- Worked with Graphic Artist, constantly communicated
- It is on the GooglePlay

2D Custom Game Engine (Built with C++ / OpenGL used) (07/2018 ~ 09/2018)

- Manage objects with std::map in the ObjectFactory
- Understand the basic flow of Game Engine
- Used OpenGL for basic graphics

Tetris Game (Built with C) (12/2017 ~ 01/2018)

- Understanding overall language C
- Used malloc and free to manage memories efficiently
- Possible to adjust the number of games through File I/O