Jinwoo Choi

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Summary

A **Software Engineer** with **passion**. Have experience in **multiple team projects** with artists.

I am a person who holds on to a problem until solves it.

Education

DigiPen Institute of Technology

Bachelor of Science in **Computer Science**

Skills

Programming Language: C, C++, C#

Framework: OpenGL, Unity, Unreal4

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

Projects

Dodge-BLUERACOON (Android Casual Game)

- Built with Unity (C#)
- Worked with Graphic Artist, constantly communicated
- It is on the GooglePlay

Learn Accounting or Die (Android & iOS Learning Game)

- Built with Unity (C#)
- Worked for professor, constantly communicated
- Worked with Graphic Artist, constantly communicated
- It is on the GooglePlay

2D Custom Game Engine (Built with C++)

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

Tetris Game (Built with C)

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

Graphics Engine (Built with C++ / OpenGL used)

- OpenGL is used for rendering
- Use STL properly to manage data and calculating vertex normal
- Made graphics engine library that can be use any other project