

# Changhwi Park

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Portfolio: <https://github.com/ObjectOrientedLife/Portfolios>

## Education

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### Seoul National University, Seoul

- Bachelor of Arts: Geography(2022)
- Bachelor of Science: Computer Science(2022)

## Skills

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- **3D / Game Development:** Unity, Vulkan
- **3D Art:** Blender, ZBrush, Substance Painter
- **Programming:** C#, C++, C, Shader(HLSL/GLSL), Python

## Work Experiences

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### Gameplay & Engine Programmer

#### Nexon Korea, Seongnam-si, Gyeonggi-do (2022.08-)

- As a gameplay and engine programmer, I am engaging in implementation of core gameplay features, both on the client-side and the server-side.
- Successfully and efficiently dealing with an enormous codebase.

### Intern

#### NCSOFT, Seongnam-si, Gyeonggi-do (2021.07 – 2021.08)

- Developed an AR- and AI-based livestreaming system using Unity & Barracuda, OpenPose, and VideoPose3D.
- Successfully developed virtual character movement pipeline including inference, handling the result from the neural network, and demonstration with arbitrary characters on the client.

## Technical Projects

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### MapleStory

- C++, MSSQL

- Debugged complicated and buggy game system along with a large C++ codebase.
- Designed and programmed gameplay logics for MapleStory, both on the client and server side.
- Implemented utility features that accelerate future development process.
- Scrutinized and documented a vast aspect of the game system.
- Wrote SQL queries for trend analysis.

### Indie Game Development

- Unity, C#, Shader(HLSL)

- Planned on the play and visual concepts 3D top-view game project set in the Korean war.
- Designed and constructed the optimized game client/server-side components.
- Modeled and textured 3D objects with Blender, ZBrush, and Substance Painter.
- Rigged, skinned, and animated humanoid, making it interact with other objects in the game.
- Improved visual effects by writing shader codes applicable to each physical material.