Jong Geon Moon

Software Engineer

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Blog / **Github** - RulerOfCakes

PROJECTS

Hamster Powered Elevator Shaft — *Unreal 5, C++, 2021*

- 3D Hyper-casual platformer game
- Implemented most of the in-game features with C++ & Blueprint
- Global Scoreboard & UI with EpicLeaderboard
- Collaboration with 2 designers/developers with Perforce
- Made in 3 days & Submitted to Ludum Dare 49(Jam section)
  - https://ldjam.com/events/ludum-dare-49/hamster-powered-elevator-shaft

Hamster Powered DevBlog — *Next.js, 2021*

- Developer blog for a game development group
- Posts uploaded in markdown/MDX format
- Parsed into static pages at build time with Next.js
  - https://devblog-phi.vercel.app/
  - Git Repository

EXTRACURRICULAR ACTIVITIES

HCPC - Competitive Programming Contest, Hanyang University, Seoul

2021

- Acted as an inspector in problem setting & review
- Fixed and mediated conditions given in problems related to their designated level of difficulty
- Prepared solution files and test cases for the contest problem set
- Managed claims and issues during the live contest

ALOHA - Algorithm Club, Hanyang University, Seoul

2020 - Present

- Algorithm Mentor/Mentee activities
- Participation in monthly contests

OOPArts - Game Development Club, Hanyang University, Seoul

2021 - Present

- Game Development Mentoring
- Prototype project development & presentation

SKILLS

Problem Solving

C++

Java

C#

HTML/CSS/JS/TS

TECH STACK

Unity Engine

Unreal Engine

Next.js/React

TailwindCSS

Git/Perforce

LANGUAGES

Korean - Native

English - Native

EXPERIENCE

Freejack(Translator in negotiation) — *BigSpoon Co., 2020/07~2020/08*
- Acted as a translator in the negotiation process related to Freejack IP

Algorithm Study — *2020~*
- Baekjoon Online Judge(andrewmjk1), 630++ solves
- Solved.ac(andrewmjk1), Diamond 3

HONORS & AWARDS

Certificates
- 2021 **TOPCIT** - Level 3

Competitive Programming
- 2021 **ACM-ICPC** - Asia-Seoul Korea Preliminary Contest
- 2021 **UCPC** - Qualification Round
- 2021 **SCPC** - Round 2
- 2021 **Google Codejam** - Round 2
- 2021 **Softeer Preview Event** - **1st Place**
- 2020 **HCPC** - **Beginner Division, Bronze Prize**
- 2020 **ACM-ICPC** - Asia-Seoul Korea Preliminary Contest
- 2020 **UCPC** - Qualification Round
- 2020 **SKH Algorithm Contest** - Intermediate Division, Marathon

Game Development
- 2021 **Ludum Dare 49** - Jam section, Unrated

EDUCATION

Hanyang University, Seoul — *BASc in Computer Software Engineering*
2020/03 - Present

GPA 4.02/4.5