

Seohyeon Min

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Summary

Technical Lead & Graphics Programmer with expertise in engine development, rendering optimization, and team leadership.
Led cross-functional teams to build high-performance game engines, achieving a 50% performance boost through advanced OpenGL & SDL optimizations.

Passionate about creating scalable, efficient rendering pipelines and enhancing visual fidelity with GLSL/HLSL shaders.

Skills

C, C++, Python, GLSL, HTML, JS ||, OpenGL, SDL, Unreal Engine 5 ||, Visual Studio, Git, CMake, WSL

Project

Manzo | DigiPen

Producer & Technical Graphics Programmer | 09/2024 - Present

- **Renderer Development:** Implemented a custom OpenGL & SDL renderer, enhancing UX and usability.
- **Rendering Optimization:** Improved pipeline efficiency, boosting performance by 50% (40FPS → 60FPS).
- **Post-Processing Shaders:** Used GLSL/HLSL for advanced visual enhancements.
- **Engine Upgrade:** Refined workflow and graphics support based on team feedback, fostering collaboration.

Edge Drive | DigiPen Academy

VFX & Audio Lead | 01/2025 - 02/2025

- **VFX Creation:** Developed Cascade particle effects, trails, and other visual effects in Unreal Engine.
- **Sound Management:** Sourced, edited, and implemented in-game sounds for an immersive audio experience.

Double Hit | DigiPen

Technical Director | 03/2024 - 06/2024

- **Lead Developer & Technical Lead:** Established the game's foundation and core architecture.
- **Engine Development:** Built and utilized a custom game engine for development.
- **Code Review & Task Management:** Reviewed code, debugged issues, and assigned tasks to optimize team workflow.

Bird Strike | DigiPen

Game Director | 11/2023 - 12/2023

- **Game Direction:** Led concept, art, and music design while managing development workflow.
- **Art Collaboration:** Worked with artists to ensure style consistency and creative vision.
- **Core System & Player Mechanics:** Designed and implemented core systems and key player mechanics in C++, shaping the gameplay foundation.

Education & Experience

DigiPen Institute of Technology | Redmond, WA

BS in Computer Science in Real-Time Interactive Simulation | 05/2027

- GPA: 4.18/ 4.5

DigiPen Institute of Technology

Teaching Assistant – Game Development Project I

3/2025 - 6/2025

- Assisted students in game development projects, providing guidance on C++
- Reviewed and debugged student code, ensuring best coding practices.

Awards

Micro Degree Expo - Excellence Award (Project: Double Hit)

Languages

English (fluent), Korean (native), Japanese (Basic)