Seunghyeon Song

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EDUCATION

Digipen / KMU| Redmond, US / Daegu, KR

B.S. in Computer Science | GPA: 3.5   **May 2025 Relevant Courses:**
Name the courses that would draw attention, significant, relevant to the job.
C++ and Graphic course : CS100 CS120 CS180 CS200 CS230 CS250 CS280
Game Project course: GAM100 GAM150 GAM200 GAM250

TECHNICAL SKILLS

Programming Languages: C++
Engines: Nothing (but can use OpenGL, Sdl2 little bit)
Interpersonal Skills: I have bad interpersonal skills. But if someone tells bad part of me. I will try to fix it. And my code skill is also bad but like interpersonal skills I will try to be better and want to be helpful member of the company. I like the core value of Nintendo my purpose of game development is to give happiness and good memory.

Student Project

Lucid | Tech Leader   **09.2023 ~ 12.2023**   **Daegu,KR**

- Top View, Adventure, Puzzle

- This game has a restricted time of light (view sight). So, players must solve puzzles fast until the light is gone.

- As a tech lead, I program most of the games like basic interaction between player and object.

Shadow Dimension | Art Leader   **03.2024 ~ 6.2024**   **Daegu,KR**

- Side Scroll, Top View, Adventure, Puzzle

- This game is like a 3D game, but players are only able to use 2D view. By using two kinds of view player had to solve 3D based physic puzzle.

- As an art lead I draw images of games and make UI of games.

Forest of Alchemy | Team Leader   **09.2024 ~ 12.2024**   **Daegu,KR**

- Card Game, Adventure, Rouge like, Hunt

- This game is a crafting hunt card game. By hunting monster player can get material. And players can make new cards that contain material features.

- As a team leader I plan team schedule and make most code of game part. And set basic architecture of engine.