**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](https://www.nintendo.com/us/about/?srsltid=AfmBOooaW3YutqI1iMhYtoug5242w1nIp0Bmj1xC9SMZbohddPLK0io8) 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.