

Sinyo Nuni

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Portfolio: <https://sinyonuni.github.io/portfolioPrototype/>

Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation
- Digipen Institute of Technology, Redmond, WA

08/2023 ~ 04/2025

Bachelor of Science in Computer Science
- (이건 비밀), Daegu, Korea

03/2019 ~ 07/2021

Projects

-  **3D Graphics Engine Demo** 03/2021 ~ 07/2021
* Team NCJU (Team of 2) | C++ 3D engine demo | engine engineer
- Utilized the C++ OpenGL library to implement a lot of elements, including procedural 3D modeling, toon and fog shading, geometry shaders, and various noise generation techniques like fractal, turbulence, marble, wood, and more.
-  **Mawang : The Dungeon CEO** 09/2020 ~ 07/2021
* Team GGM (Team of 5) | C++ 2D game project | gameplay programmer
- Developed an automatic battle system with dynamic effects, significantly enhancing player engagement and focus.
- Conceptualized and executed AnimationCutter, a sprite-cutting tool that reduced processing time by over 90%.
- Initiated the creation of CSVReader, a database management tool leveraging Excel's tabular data structure to optimize the handling of game object location data.
-  **Not Bomb** 04/2020 ~ 08/2020
* Team N.E.A.T (Team of 4) | C++ 2D game project | gameplay programmer
- Implemented a turn-based battle system for a strategic card game, which is evaluated as an excellent game by the professor, as it improved the fun of the game by allowing players to strategically respond to enemy attacks.
- Started the creation a random function that presents rewards according to the situation, emphasizing the strategy of the game.
-  **Dungeon Maker** 11/2019 ~ 12/2019
* Team DunMe (Team of 3) | C++ 2D game project | lead programmer
- Designed and engineered a developer-friendly map editor that significantly streamlined the map creation process, which enabled seamless game expansion and allowed team members to modify the game map effectively, enhancing overall project efficiency.
-  **Tactical'S kill Fight** 10/2019 ~ 11/2019
* Team Beginner (Team of 3) | C++ 2D game project | technical programmer
- Created a dynamic moving laser obstacle via linear equations rather than using a complex colliding system on a PVP game, greatly improving the team's understanding of game logic and simplifying future modifications.

Skills

Languages & APIs: C, C++, JavaScript, OpenGL, HTML(Basic), Python(Basic)
Tools: Visual Studio, Visual Studio Code, Git

Experience