SUNWOO LEE

• Software Engineer •

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TECHNICAL SKILLS

Languages
• C++, OpenGL, GLSL, C

IDE/Engine
• Visual Studio, VS Code, Unreal Engine 5

Tools/Libraries
• Github, Dear ImGui, React Native, Android Studio

EDUCATION

Bachelor of Computer Science in Real-Time Interactive Simulation   Apr 2024
• DigiPen Institute of Technology, Redmond, WA, USA

DigiPen Game Engineering department(DigiPen-KMU Special Program)   Aug 2024
• Keimyung University, Daegu, Republic of Korea

ACADEMIC PROJECTS

AI Programmer & Producer   Sep 2022 - June 2023
BEAR - 3D *puzzle platformer*
• Developed a Drone-like enemy AI utilizing Blueprint Behavior Tree to enhance player engagement and add
  depth to gameplay mechanics.
• Implemented destructible floor mesh to elevate environmental interactivity and dynamic gameplay experience
• Conducted three play test sections and organized feedbacks to find bugs and gain insight from different
  perspectives that could improve user experience

Graphics Programmer   Mar 2022 - June 2022
3D Graphics Engine
• Loaded 3D objects consisting triangle polygons and simulated visual effects such as lightening, fog, noise
  and shadowing by C++, OpenGL and GLSL
• Organized the code structure using inheritance to enhance maintainability and scalability
• Implemented Dear ImGui for parameter tweaking and scene switching to improve debugging efficiency

Programmer & Producer   Sep 2021 - June 2022
BIT SAVER - 2D *rhythm action side scroller*
• Developed custom singleton engine based on C++, OpenGL using Visual Studio 2019
• Implemented font rendering using FreeType library to strengthen game comprehension for players
• Analyzed and implemented code for extracting MIDI file datas to synchronize between the game and music
• Documented game design and tech architecture in order to collaborate with designers and engineers to sustain
  project direction and objectives
• Planned milestones and weekly status reports throughout the project to enhance team productivity and
  time management

WORK EXPERIENCE

Software Engineer Intern   Jan 2024 - Apr 2024
A Round Entertainment, NJ
• Participated in the development of a social networking application, 'Joopi'
• Utilized Android Studio, React Native, and Firebase to build the Android version of the application
• Managed the team by weekly meetings and reorganizing tasks to enhance productivity as a team lead