Jiwon Jung **Software Engineer**

Redmond, WA

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Skills

C	C#	Unity Engine	DirectX 11	Game / Level Design	UI/UX
C++	Artificial Intelligent(AI)	Unreal Engine 4	gcc/g++	Source Control	Game Programming

Academic Projects

AI programmer - Kaiju Kabouly (2 programmers, 2 designers)   January 2022 - April 2022
3D VR first-person action simulation game / Unity Engine
- Wrote the code for the car AI system which enables traffic system in the game
- Developed human AI to reduce errors and show better movement

Pathfinding Algorithm Visualizer (Solo project)   September 2021 - December 2021
3D pathfinding algorithm visualizer program / Unity Engine
- Completed core architecture which enables switch into different pathfinding algorithm easily
- Visualized Dijkstra algorithm, Astar algorithm and Breadth First Search algorithm
- Implemented custom and procedurally generated obstacle system to show pathfinding in the complex environment

AI programmer - Flow Field Project (2 programmers)   October 2020 - December 2020
Flow field game AI project / Custom Engine
- Formulated core features including AI by using the Dijkstra algorithm in C++ language
- Handled project management and designed program concept and core program mechanics

Producer, Gameplay programmer - Cheese Roll (4 programmers)   October 2019 - July 2020
2D top-down cooperating puzzle game / Custom Engine
- Built core game mechanics and game levels with C++ language include balancing game levels
- Managed the team efficiently and successfully for well-organized teamwork
- Programmed main menu UI, tutorials and credit scenes

Technical Director, Gameplay programmer - Finding Coffin (3 programmers)   March 2016 - July 2016
2D platformer running game / Custom Engine
- Constructed core game concept and core mechanism
- Made gameplay, physics code with C language
- Designed overall UI of the game include score, main menu and credit scene

Work Experience

Teaching Assistant - DigiPen Institute of Technology   September 2021 - April 2022
- Helped students with C# programming in two classes to further their understanding of core topics
- Graded students' project and lab submissions and provide constructive and detailed feedback

February 2021 - April 2021
- Assisted professor in CS Programming class by helping students to understand C++ and its object-oriented features
- Reviewed student works giving productive comment after grading submissions

High School Programming Lecturer - DigiPen Institute of Technology   November 2021 - March 2022
- Taught 12th grade students in Collège Notre-Dame de Jamhour (the catholic school located in Baabda, Lebanon) via remote technology
- Coached C language skills by lecture, quiz and assignments
- Led the Tank game project to help students improve their understanding of C language and the structure of a game program

Programming Camp Guardian - DigiPen Institute of Technology   July 2019 - August 2019
- Supported K12 students in terms of all education courses they got during programming camp include Unity game programming, art and sound design
- Managed student life throughout camp period such as accommodation, city tour, transportation, etc.
- Resolved conflicts between students and camp organizer and communicate with parents to reduce their worries

Education

DigiPen Institute of Technology   March 2015 - April 2022
Bachelor of Science in Computer Science and Game Design

Additional Information

Military Service: Sergeant, Republic of Korea Army Reconnaissance and Surveillance Unit   2016 - 2018
- Received an award certificate medal from United Nations Command MAC secretary and awarded certificate from regimental commander for marvelous mission performance at the border against North Korea