

Seung Youp Baek

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EDUCATION

UNIVERSITY OF TEXAS AT AUSTIN

- Bachelor of Science in Computer Science Dec, 2015

Relevant Courses: Game Technology, Computer Graphics, 2D Game Development Capstone,
Computer Network, Algorithms and Complexity

Certification: CS Game Development Certificate ([Download](#)) Dec, 2015

SKILLS

Programming Languages: C++, C#, Java, Python

Tools and Engines: Cocos2D-X, Adobe Photoshop, Unity3D

PROJECTS / COURSEWORK

[Online Portfolio](#)

Visualization ([Github](#))

Present

- Developing visualizations with user interaction for algorithms that are used in game development or graphics.
- Visualizes algorithm in 2D space, such as Quad Tree space partitioning, polygon triangulation, pathfinding and more.

Game Components

Present

- Developing components and wrapper libraries for game development, such as AI, data format, parser, ECS, multiple collision resolver, window handling, joystick input and more for PC platform games.
- Shared on Github.

Black Monday - 2D Game Development Capstone ([Download](#))

2015

- Developed 2.5D game from scratch as team of 6 in Capstone course.
- Participated as programmer and developed game data management, map editor, core game mechanics, camera movement, tutorial system, sounds, animations, cross-platform support, final build and minor UI/UX.
- Used Unity3D, C# and Git
- Used Scrum for agile development.

Minecraft Server Plugin

2014 - 2015

- Designed and developed Minecraft server plugin and released on market.
- Received feedbacks from users and solved issues with community.
- Managed plugin to support on different versions of Minecraft.
- Used Java and Spigot API.

iOS 2D Mobile Game - Meteor Tap

2013

- Developed a 2D mobile game and released on Apple App Store.
- Learned how to manage game data and optimize resources to improve performances on different iPhone devices.
- Used Cocos2D-iPhone engine and Objective-C.

Game Clones**2011 - 2013**

- Developed Minesweeper, Tetris and Go-Stop.
- Learned basic game development, such as rendering, input update, data update and more.
- Used SDL and C++.