Ilgwon Ha

Graphics Programmer

Contact

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Skills

Programming Languages

C C++ C# Python GLSL

Tools

Git SVN Visual Studio Vim

Visual Studio Code RenderDoc

Frameworks

Unity OpenGL Coco2dx

Languages

Korean English

Knowledge

Data Structure Algorithm

Graphics Programming

Game Engine Architecture

Network Programming

Low-level Programming

Gameplay Programming

Linear Algebra Motion Dynamics

Calculus

Education

Digipen Institute of Technology

Expected to graduate in 2021
Bachelor of Science in Computer Science in
Real-Time Interactive Simulation

Projects

Flowery Gears

Graphics Programmer / Student Team / Oct 2019 - Present
Animation film project using Unity3d
- Wrote Maya plugin in python to batch export multiple maya files to fbxs
- Implemented batch fbx importer in Unity3d
- Researched supported graphics features in Unity3d to make aesthetic visual and get benefits of real-time rendering for the film project

Zen Engine

Sole Programmer / Personal Project / Jun 2019 - Present
Renderer framework for personal graphics experiments
- All implementation has been done by using C language
- Supports OpenGL 4
- Designed APIs carefully for ease of use
- Implemented resource loader for meshes, images, shaders, etc
- Built scene manager that manages initialization and cleanup of resources in a scene
- Abstracted Windows OS specific APIs

Project MARS

Gameplay Programmer / Devsisters / May 2017- Oct 2018
- Optimized procedural road generating algorithm by using multithreaded job system of DOTS
- Developed UIs related to core mechanics
- Integrated gRPC into the unity project

Cookie Run: Overbreak

Gameplay Programmer / Devsisters / Aug 2016 - May 2017
- Implemented a playable game character and UIs
- Created 2d cutscenes by using customized cocos2dx UI builder

La Tour

Engine Programmer / Student Team / Sep 2015 - Jun 2016
- Built component-based engine architecture
- Built data-driven game object system to make iteration faster

Centiare

Lead Programmer / Student Team / Mar 2015 - Jun 2015
- Built game object system
- Implemented player control and collision with platforms
- Implemented AI and animation of bosses

Tender is The Night

Lead Programmer / Student Team / Sep 2014 - Dec 2014
- Implemented player control, puzzles, and dialogue system

모두의 뿅뿅뿅

Gameplay Programmer / Starfruits / Jan 2013 - Feb 2013
- Prototyped a mobile game with a game engine in Java

Pop Cat

Sole Programmer / Student Team / Oct 2012 - Dec 2012
- Worked as a sole programmer
- Implemented every gameplay and UI