Daihan Son
Gameplay Systems Developer

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LinkedIn: https://www.linkedin.com/in/daihan-son/
GitHub: https://github.com/dannys0n

Skills

Languages: C/C++, C#

Frameworks/Libraries: FMOD Core, JSON for C++

Tools: Unity, GitHub, SVN

Academic Projects

SEPT 2023 - APR 2024

GAME 200 – *Audio, Collisions, & Serialization Programmer*

Team of 4, 2.5D action-flight game

- Developed aspects of a custom engine to create a sudo 3D game from scratch
- Heavy usage of Visual Studio in C++, source control with GitHub Desktop
- Audio system implemented using FMOD Core to support loading, streaming, playback of SFX and Music. Along with various real-time audio effects
- Implemented AABB and SAT Collision Detection to handle Entities with multiple colliders that are offset and rotated. Along with Collider Components to attach to Entities
- Co-Developed Serialization of various data using JSON for Modern C++

MAY 2023 - JULY 2023

GAME 150 – *Systems Programmer & Gameplay Designer*

Team of 5, 2D shooter platformer

- Developed a custom engine using Digipen Graphics Library to create a game from scratch
- Heavy usage of Visual Studio in C++, source control with GitHub Desktop
- Implemented core engine to include: Scene system, Spritesheet Animations, Entity Behaviors, AABB Collisions, 2D physics, Boss encounter and mechanics, general level design

OCT 2022 - DEC 2022

GAME 100 – *Collisions & Boss Encounter Programmer*

Team of 3, a top-down shooter

- Heavy usage of Visual Studio in C, source control with Tortoise SVN
- Implemented AABB circle and rectangle collision detections, audio system with Fmod core, boss encounter and mechanics

Education

Expected Graduation –APRIL 2026

Digipen Institute of Technology, Redmond WA – *Bachelor in Computer Science and Game Design*

SEPT 2019 - JUNE 2021

Peninsula College, Port Angeles WA – *Associates of Arts, Music*