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| Daihan Son  Gameplay Systems Developer | **(360) 461-5993**  **2002dannyson@gmail.com**  [**https://www.linkedin.com/in/daihan-son/**](https://www.linkedin.com/in/daihan-son/) |
| Academic ProjectsBarton, 3D Puzzle game — *AI & UI Programmer*SEPT 2024 - Present Integrated OpenAI API to Unreal Engine, resulting in text responses generated from GPT models  Incorporated traditional game AI to direct NPC gameplay interactions, resulting in AI responding by interacting  Implemented gameplay UI functionality, enabling text input and output Procedural Content Generation — *Solo Programming Assignment*SEPT 2024 - OCT 2024 Random Level Generation with provided framework to use in Unity, resulting in a variety of random rooms and corridors of increasing difficulty AI Pathfinding Hide-And-Seek — *Solo Programming Assignment*JUNE 2024 - JULY 2024 NPC AI Pathfinding with A\* algorithm, grids, and provided custom engine, resulting in character finding best and shortest path  Implemented terrain analysis with propagation and visibility algorithms, resulting in playable hide-and-seek demo between player and NPC Delta Time, 2.5D action-flight game — *Audio, Collisions, & Serialization Programmer*SEPT 2023 - APR 2024 Audio system implemented using FMOD Core. Resulting in dynamic gameplay and UI audio feedback.  Implemented AABB and SAT Collision Detection. Resulting in entities with rotated and/or stacked colliders  Co-Developed Serialization using JSON for Modern C++. Resulting in player save data | SKILLS  * Languages: C/C++, C# * Frameworks/Libraries/APIs: FMOD Core, JSON for C++, OpenAI API * Tools: Unity, Unreal Engine, GitHub, Perforce  EDUCATION **BSCSGD** - *DigiPen Institute of Technology*, Redmond WA  Expected Graduation – APR 2026 Personal Project **VR Drawing Pattern Recognizer** - *Solo Developer*  *APR 2024 - APR 2024*  Integrated Meta’s SDK into Unity. Resulting in VR support with handtracking to draw  Integrated $P Point Cloud Recognizer. Resulting in various 3D drawings being recognized |